THE WORLD'S BEST CONSOLE AND 16-BIT COMPUTER MAGAZINE

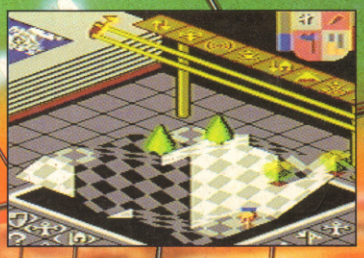
RAZE No 8

# RAZE

JUNE 1991

A NEWSFIELD PUBLICATION

UK £1.95 US $4.95

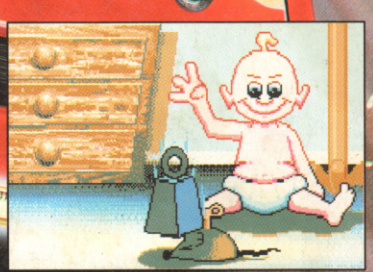


INSIDE:
BIG RUN
CHUCK ROCK
DICK TRACY
ELITE PLUS
GAIN GROUND
KILLING CLOUD
NAM
PARASOL STARS
STRIDER
SUPERCARS II
SWIV...

PLUS OVER 100 BLOCK BUSTING GAMES COVERED FOR YOUR MACHINE!

ATARI 7800
ATARI LYNX
NEC PC ENGINE
NINTENDO
NINTENDO GAME BOY
SEGA MASTER SYSTEM
SEGA MEGA DRIVE
ATARI ST
COMMODORE AMIGA
IBM PC

EXPOSED!
**POPULOUS**
Visit an astounding 5000 worlds in the Master System version of this Bullfrog classic.



SCOOP REVIEW!
**BRAT**
Smacked and racked!

# SUPER CARS 2

Gremlin burn up the competition and take the chequered flag

9 770960 770008 06

# The ST is just the

*The **Atari ST** is the perfect introduction to the world of computing. The power of the ST allows you to run "serious" applications as well as playing games, and the ST system is flexible enough to allow you to expand as you develop your interests and expertise in different applications.*

*One of the real advantages that the **Atari ST** has to offer is the sheer range and depth of software support. From word processors, spreadsheets and databases through to professional DTP and CAD systems the ST user is spoilt for choice. In MIDI applications the **Atari ST** has been the choice of professional recording studios and the software support for ST MIDI is awesome.*

*If you thought that computers were all about playing games you've been missing out on the real potential that you and your computer have. To find out more about either the **Atari ST** or peripherals for any applications simply fill in the coupon and send it to Atari at the address below.*

1. **Hyperchart** – Atari: A complete business graphics package allowing output to overhead, Laser printer or 35mm slide.
2. **Superbase** – Precision software: Excellent database package offering full facilities and support, with complete programming abilities.
3. **1st Word Plus** – GST Software: The standard Word processing package for the ST, offers great ease of use and excellent WP facilities.
4. **LDW Power** – Atari: The best Spreadsheet

**The ATARI ST –**

**Please send me more details about the Atari ST and other products.**

NAME _____

ADDRESS _____

_____

_____

POSTCODE _____

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ

# e beginning . . .

available for the ST. Lotus 1-2-3-compatible, fast and easy to use, but very powerful.

5 **Pagestream** – Softlogic: Desktop publishing package that is ideal for beginners and experts alike, full Gem utilisation.

6 **Cyber Studio** –: The Cyber series offers a complete art, design and animation package, with full CAD facilities.

7 **Cubase** – Steinberg: A full sequencing package with an excellent array of features. A complete music studio in your ST.

8 **Replay VIII** – Microdeal: The latest edition of the standard ST sound sampler, easy sampling of sound to use in your programs and sequences.

9 **Quartet** – Microdeal: A four voice polyphonic music synthesiser, compose your music on staves, play back on 1 of 100 sampled instruments.

10 **Personal Finance Manager** –Microdeal: Control your finances the easy way, many many functions, excellent graphing facilities.

## More than just great games

# CONTENTS


| | |
|---|---|
| Fast Forward | 6 |
| Big in Japan | 10 |
| Sega City | 14 |
| Narly Nintendo | 16 |
| Atari Attack | 20 |
| RAZE Reviews | 23 |
| Import Reviews | 62 |
| Hacks & Stacks | 70 |
| Sights on CD | 72 |
| Budget Blitz | 74 |
| Competition | 82 |


ISSUE EIGHT

The first fact-filled official review
**STRIDER.....24**

■ Mega Drive ■

The good, the bad and the nearly
**DICK TRACY.....46**

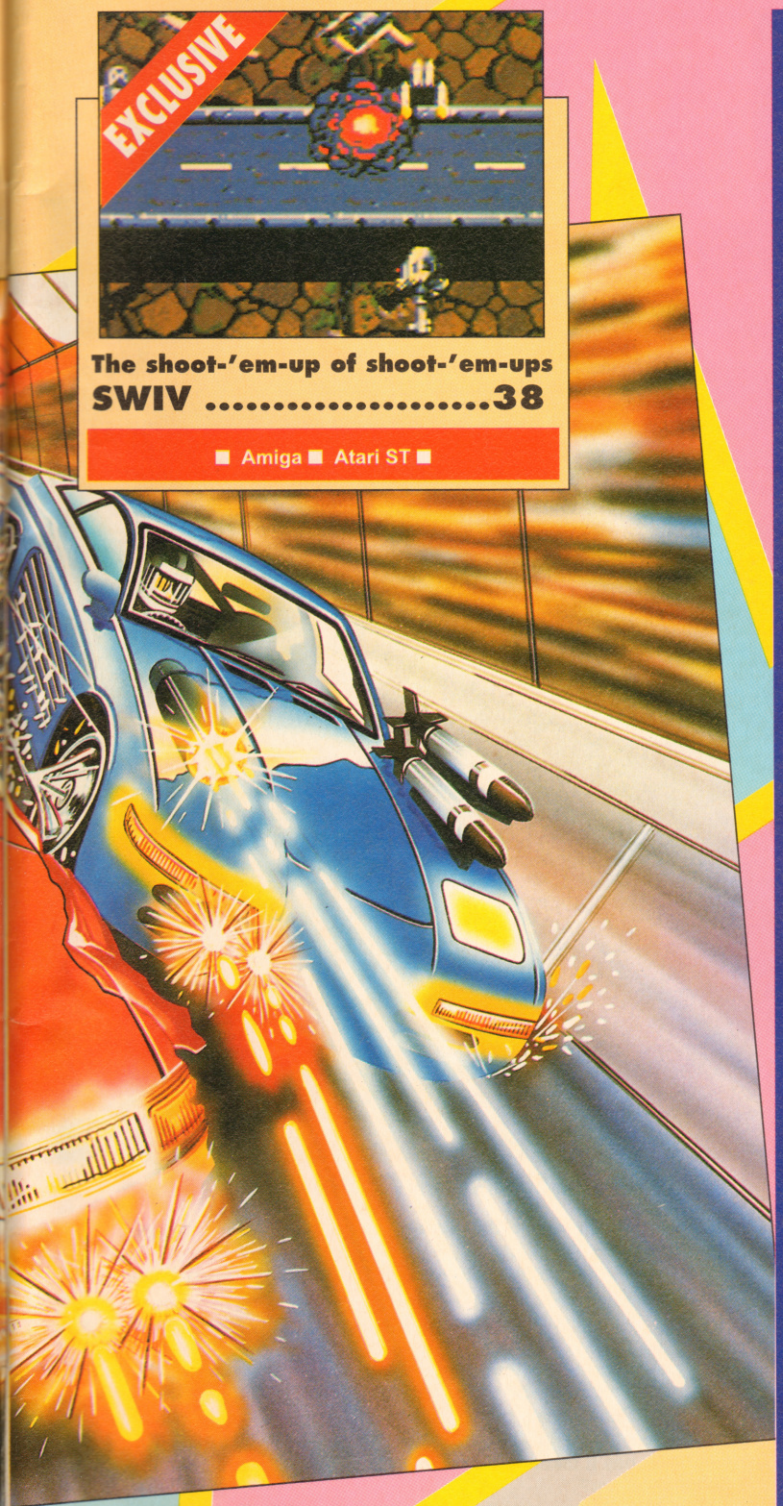
■ Master System ■ Mega Drive ■

# SUICIDE CITY! 42

...where the girls are so pretty and the lads drive fast cars! Burning even more rubber than its predecessor, *Supercars 2* comes under close scrutiny by the environmentalists. RAZE simply gets in, switches on and squeals away.

**EDITOR** Richard Monteiro. **STAFF WRITERS** Julian Boardman, Les Ellis. **JAPAN CORRESPONDENT** Shintaro Kanaoya. **USA CORRESPONDENT** Hank Weinsnotter. **CONTRIBUTORS** Richard Bell, Paul Rigby, Robin Wyles. **COIN-OP CORRESPONDENT** Suzy Uki. **ELEPHANT JOKES** L "dumbo" French. **DESIGN & LAYOUT** Ian Chubb, Rebecca Owen **PRODUCTION & CIRCULATION DIRECTOR** Jonathan Rignall. **GROUP ADVERTISEMENT MANAGER** Judith Bamford. **ADVERTISEMENT EXECUTIVE** Neil Probert. **GROUP PROMOTIONS EXECUTIVE** Richard Eddy. **MAIL ORDER** Carol Kinsey. **SUBSCRIPTIONS** Caroline Edwards. **PUBLISHER** Franco Frey.

Competition Rules: No person who is connected in any way to the Publisher or the competition sponsor may enter the competition. The Publisher reserves the right to substitute prizes of comparable value in cases outside the Publisher's control whether this be for reason of the sponsor defaulting or the product/gift becoming unavailable.




**The shoot-'em-up of shoot-'em-ups**

**SWIV .....38**

■ Amiga ■ Atari ST ■

# preview INDEX

## Consoles


| | | |
|---|---|---|
| ATARI 7800 | Basket Brawl | 50 |
| | Motor Psycho | 50 |
| ATARI LYNX | Warbirds | 48 |
| GAME BOY | Chase HQ | 64 |
| | Duck Tales | 64 |
| MASTER SYSTEM | Dick Tracy | 46 |
| | Gain Ground | 35 |
| | Submarine Attack | 26 |
| MEGA DRIVE | Dick Tracy | 46 |
| | Gain Ground | 34 |
| | James Pond | 54 |
| | Megapanel | 64 |
| | Strider | 24 |
| NES | Ivan "Ironman" Stuart's Super Off Road | 30 |
| PC ENGINE | Parasol Stars | 64 |
| | Young Master | 65 |
| | Zero 4 Champ | 64 |
| SUPER FAMICOM | Big Run | 62 |


## 16-Bit


| | | |
|---|---|---|
| AMIGA | Bandit Kings Of Ancient China | 44 |
| | Brat | 40 |
| | Cybercon III | 64 |
| | Eye of the Beholder | 38 |
| | Killing Cloud | 52 |
| | Nam | 56 |
| | Supercars II | 42 |
| | SWIV | 58 |
| ATARI ST | Brat | 40 |
| | Cybercon III | 64 |
| | Killing Cloud | 52 |
| | Nam | 56 |
| | Supercars II | 42 |
| | SWIV | 58 |
| IBM PC | Cybercon III | 64 |
| | Eye of the Beholder | 38 |
| | Killing Cloud | 52 |
| | Nam | 56 |


**EDITORIAL ADDRESS** RAZE, The Words Works Ltd, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Tel: 0225 765086, Fax: 0225 777869. **MAIL ORDER & SUBSCRIPTIONS** Tel: 0584 875851 Fax: 0584 876044. **PRINTED** BY BPCC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of of the BPCC Group **DISTRIBUTED** by COMAG, Tavistock Road, West Drayton, Middlsex. **RAZE INCORPORATING THE GAMES MACHINE. A NEWSFIELD PUBLICATION ISSN 0960-7706** © NEWSFIELD 1991. ■ No material may be reproduced in any shape or form, in part or in whole, without the written consent of the copyright holder. We cannot undertake to return any solicited or unsolicited material, hardware, software, test, photography or otherwise, sent to RAZE unless it is accompanied by a suitable SAE. The publisher reserves the right to edit any written material. The views expressed in RAZE are not necessarily those of the publishers.

# PREVIEW POSTSCRIPTS

● Ever fancied overthrowing the United States Government? No? Probably just as well then because *Conspiracy: The Deadlock Files* gives you the chance to prove that you never really wanted to in the first place, despite what the CIA thought thank you very much. Billed as a "stylish thriller in the tradition of Hitchcock and Le Carré", it features 350 digitised images of New York in full 256-colour VGA. Available now on the IBM PC at £29.99 from Accolade.

● Remember *Hard Nova* from Electronic Arts? Well now they've paid Nova 50,000 credits to write a clue book for all you oafs out there who can't get anywhere. It is available direct from Electronic Arts for a meagre £5. Tel: (0743) 49442.

● Bad news this month as "Boring" Norman Lamont sticks an extra 2.5% on VAT. This means that all the prices in this issue are subject to an increase. At time of going to press, though, no software house has either confirmed or denied any price increase. An extra 75p on a game which normally sells for £24.99 could mean that the RRP goes up to £25.99. Only time will tell.

● While Ocean sit on The Simpsons licence, and the NES and Game Boy versions are only available through grey import, it's good news to hear of an arcade game based on Sky TV's most popular programme (around a million viewers watch it each week). Konami's arcade game allows four-player interactive play on a dedicated upright system. The storyline sees Maggie kidnapped by some thieves. You play either Homer, Marge, Lisa or Bart and must travel through the eight areas of Springfield to find the youngest member of the family.

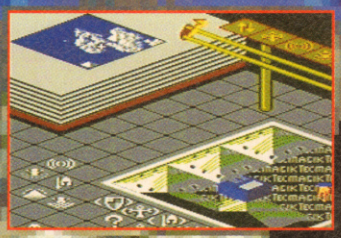
# BY POPULA

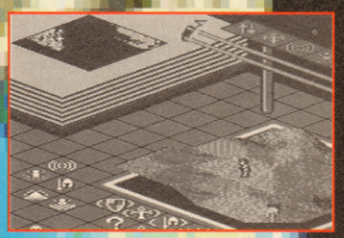
**_Populous_ will soon pop up on the Master System, on its world tour of every computer/console format. Julian Boardman previews the arrival of one of the most prolific games of all time and talks to the chap behind its 5,000 levels**

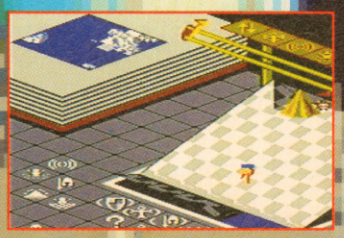
*Populous* seems to have taken on a very odd role within the games world: everybody loves it, yet nobody plays it. Indeed, every computer and console must have its own version if it is going to be seen as a machine that can be taken seriously (even the Super Famicom!). The problem is that no-one in this industry, including myself, has an attention span of longer that 15 seconds. So when a serious-minded game comes along that actually needs some time spent getting to know it, the game scares us journos witless. *Populous* only received good reviews because everyone got together and said they'd all give it good ratings if no-one actually had to play it. Don't be fooled by the in-depth reviews of *Powermonger* either; if you look at the by-lines you'll find they are nearly all an anagram of Simon Jeffrey, Electronic Arts' PR man. He had to do the reviews because we were all far too frightened of it.

But everyone gave a sigh of relief when it seemed as if the PC version was the last we'd see of *Populous*. But then along came a Mega Drive version – which was not too bad because everyone could re-hash their old Amiga reviews due to the game being a straight conversion – and now comes the Master System.

Being an 8-bit machine, you'd think this version would be dead easy to write about, but what do the programmers go and do but increase the number of worlds tenfold. Now to me this sounds a little excessive, I mean by the time you have finished playing the 4,500 extra worlds you will probably have to rent a life and buy friends because you won't have any left after being a hermit for six years completing all the worlds.







## SIMON FREEMAN: SAY ANYTHING

**Do you know the way to San Jose?**
Straight down Highway 101.
**What was the first thing you ever did for Tecmagik (apart from selling your soul)?**
*Populous* is my first full project, but I helped on *Pac-Mania* to make sure it was on schedule.
**Being such a busy chap, why did you decide to inflict 5,000 worlds upon us, compared with the original's 500?**
Why 500? Dan Duncalf made an arbitrary choice, the kind that you make at three or four in the morning.
**How long has it taken to do that many worlds? Did you need the assistance of others?**
It has taken seven months. Dan Duncalf and Muffy Vashele here in California helped out and Peter Molyneux at Bullfrog [the original's programmers] has been very helpful, as has Josh Ellis at Electronic Arts.
***Populous* is obviously the height of your career, what have you done in the past?**
*Commando* on Amstrad and some work for Mastertronic, Firebird and Activision. The first thing I ever did was for DK'tronics. The first things that I actually got sold were some conversions I did of *Psychadelia* for Jeff Minter.

# R DEMAND

This number is somewhat excused by the fact that they have included the Promised Lands which were released as a supplementary disk some months after the original. Extra worlds which you will have never seen before include the Future World and the bizarre Bitmap World (although I haven't found a *Speedball* machine in it yet).

Unlike the Mega Drive version, the control system has been changed to make it more console friendly. The close-up map moves at a ridiculous speed, and the push of button 2 will cycle you through every section on the screen, making it far easier to find your way around the screen.

The Master System version of *Populous* is the only one not to be released by Electronic Arts. The firm behind it all are Tecmagik, who have just recently launched into the MS market with *Pac-Mania*. The British company also have *Shadow of the Beast* in production and hopefully a Sega version of this should be out for the summer.

So all you "lucky" Master System owners have now got the chance to own the game that everyone else owns but never plays. You lucky people.

*Populous* for the Master System will be released by Tecmagik in April, with price details to be announced.

## FREEMAN MAKES GOD

**The chap behind the expanded Master System version of *Populous* is Simon Freeman. He lives and works in a place called Belmont, USA – it's somewhere between San Francisco and San Jose. This is also where Tecmagik, producers of the Master System version of *Populous*, have their US offices. RAZE raised the questions that everyone else was afraid to ask..**

**I know this is a toughie, but the readers want to know: How old are you?**

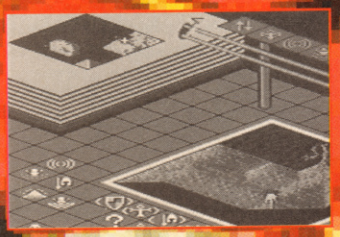
[Long pause.] Erm. [Even longer pause.] Erm, 21. But bare in mind that I have been working in computers for six years, and I only started [programming games] after I left university.

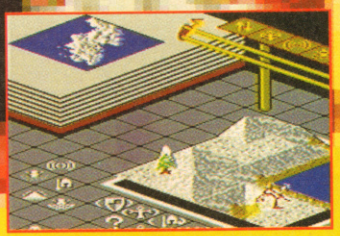
**So I guess you'll be looking for an exciting game to convert next. Something with playability, addictive qualities...**

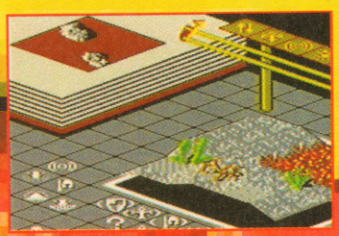
The immediate future means a conversion of *Shadow of the Beast* for the Master System. After that I'll be doing two more conversions for Tecmagik, which are still under wraps.

### SIMON FREEMAN: THE INTERESTING STUFF

**Starsign**: Pisces.
**CD collection**: James Brown, Kate Bush, The Cure, Otis Redding, Stone Roses, Tone Loc, FYC, La Union, Spanish.
**Fave food**: Mexican.
**Fave drink**: Milk? Erm... Tequila. Shots and slammers.
**Figure from history you'd most like to be**: George Orwell.
**Present day figure**: Steve Wright in the afternoon. Is he still going? He gets paid for enjoying himself. We do the same stuff in the office but no-one gets to listen in.







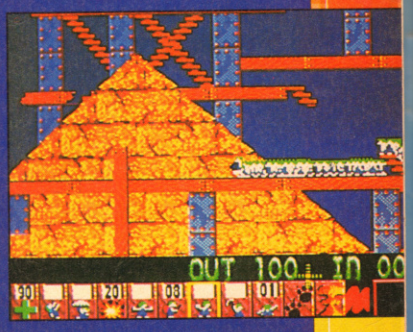
## PREVIEW POSTSCRIPTS

● Following close on the heels of *Metal Masters*, *Metal Mutant* is one of those games where you get to control a robot capable of metamorphosising into two other robots in an effort to destroy the tyrant Arod-7 on the planet Kronox. Fight tooth, claw and guided missile over four levels, with 160 bit-mapped screens and 40 different types of enemy. *Metal Mutant* will be available at the end of May for Amiga, Atari ST and IBM PC at £24.99 from Palace .

● Not content with burying it under a (*Killing*) cloud the software industry has now consigned San Francisco to a life of slavery under the repression of the Mega Corporation. People are fighting back, using the latest cybernetic implants to enhance their capabilities. In *Cyberspace*, it is up to you to create the right characters and save the city, and possibly the world in this roleplaying adventure from Entertainment International. Available this autumn for the Atari ST, Amiga and IBM PC.

● Known as *Qix* on the Game Boy, *Volfied* has turned up on many consoles in many guises, most recently the Mega Drive. This painter game where the object is to trap a snake in less than 25% of the total screen area will be with us on the Amiga, Atari ST and IBM PC sometime in June from Entertainment International.

● Psygnosis have announced a plethora of software for the Atari ST over the next few weeks. Look out for *Lemmings*, *Killing Game Show* and *Shadow of the Beast II*.



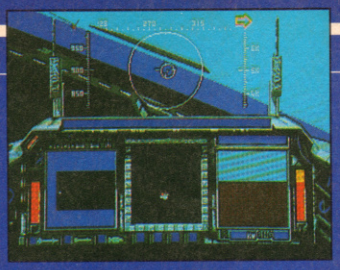

Oh, no! It's those lemmings again. Just when you thought you were safe, along comes the Atari ST version from Psygnosis.



A: Because his toothbursh won't fit in a suitcase.

# STRIKE IT LUCKY!

*Les Ellis cuts out a picture of Nicole Kidman, sticks it on his arm, and shouts, "I'm Tom Cruise!"*



Looking out the side of the cockpit shows even more dials and switches. This is the most complex CD player I've ever seen.

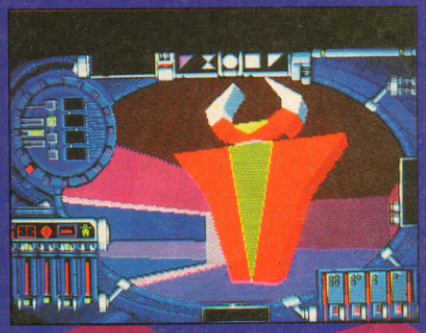
Back in the 1985, MicroProse gave you the chance to become a crack pilot in one of the United States' most exhilarating aircraft. Since then, *F-15 Strike Eagle* has sold over half a million copies. Now, in typical topical style, the Tetbury-based sim specialists have come up with a sequel, *F-15 Strike Eagle II*.

Hailed as a sim for beginners and experts alike, *F-15 II* has four difficulty levels spread over six (only four on the IBM PC) different regions of the world. You can rewrite the history books in the Vietnam conflict, fight over Central Europe (bombing the French etc), take a sightseeing and sightbombing tour of the North Cape or North Africa and even try to change the balance of power in the Middle East and Persian Gulf.

As with other flight sims, the action can be viewed from in or out of the cockpit. To increase the challenge of the original, the sequel's enemies act with a large amount of intelligence: no longer will they fly straight into your missile, these suckers can dodge too.

If you've already seen the PC version and were impressed by that, then you'll be astounded by the Amiga and Atari ST translations. They not only contain more theatres of war to fight in, they also have better front end graphics and implement an improved version of the superior *F-19* graphics generator.

The IBM PC version is already out and the Amiga and Atari ST versions follow in May. Nintendo owners will already be aware of a NES version of the original *F-15* which should be out within a few months.



Looking out the side of the cockpit shows even more dials and switches. This is the most complex CD player I've ever seen.

# CYBER PUNKS

*Julian Boardman takes the lid off a dustbin, sticks it on his head, and shouts, "I'm a Cyberman!"*

A peace-keeping Ultra Computer has gone mad, destroying the vast majority of mankind in the process. The computer is known as Cybercon III. Some mad fool gave it total control over all the world's weapons, and housed it in an exceptionally well defended bunker, within a labyrinthine network of rooms and corridors. With havoc wreaked over the planet, the computer rested, giving planetfolk time to rebuild their lives.

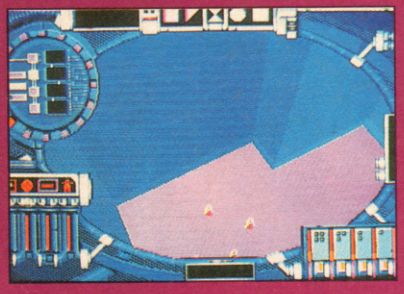
Some decades later, a few survivors learned of the location of the bunker which the Cybercon III was hidden in, and discovered a secret entrance that even the main computer was unaware of. The group decided that one person should be sent on a mission to destroy it. Unluckily, you drew the short straw and must now don an exo-skeleton and carry a sonic key, a gun and a few batteries.

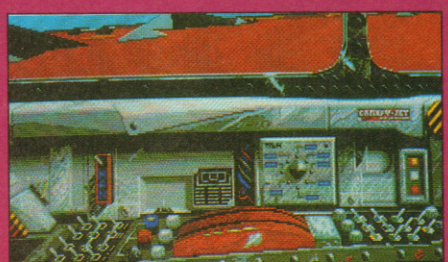
As you get close to your goal of destroying the central computer you will probably become aware that something is watching you, and following you, and occasionally shooting at you. But you won't ever be sure.

There are nearly 500 locations to get lost in, and all of this is miraculously squeezed onto one disk. The only limitation is memory, which means 512K owners will have limited sound effects.

For The Assembly Line, having Ricardo Pinto (one of the original designers behind *Carrier Command*) as the game designer is something of a welcome nightmare. His fertile imagination just never stops, and he is continually pressing the programmers to try and squeeze just one more idea in before the next report back to US Gold. Even when I was at The Assembly Line's offices near Bristol, his mind was ticking over and a groan came from the programmers as Ricardo began a sentence with the words, "I had this great idea last night..." I just hope he stops long enough to let US Gold release the game on Amiga and Atari ST.

A robotic minotaur hassles you relentlessly inside the labyrinth. He looks 'armless to me (ho, ho).





Peering over the edge is all very well if you can take heights, but one false move and you go tumbling all the way to the bottom of the pit.

# PREVIEW POSTSCRIPTS

● *Floor 13* puts you at the head of an anonymous secret organization set up to keep the government of the day in power, by fair means or foul. Officially you do not exist, but your powers are unrivalled. Should you or your methods be discovered then the outcome could be disastrous. This strategy simulation from PSI Software will be released through Virgin Games late this year on the Amiga, Atari ST and IBM PC. Look forward to it, but watch your backs.

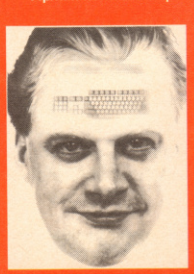
● Pollution in the 21st century looks as though it's going to get pretty bad, so the main cities are evacuated of prominent citizens – those who can afford to leave – and populated by Wolverine robots. These robots were charged with looking after the city until such time as it was clean enough to return to. But the nasty robots came along and melted all your mates so you are now the only one left to kill the nasty robots and save the city. *Robozone* is available for Amiga, Atari ST and IBM PC from Image Works later this year.

● MicroProse's surprise success of 1990, *Railroad Tycoon*, should be available for Amiga and ST owners now. It features improved front end artwork, and retains all the engrossing aspects of the PC original.

● Phone line empire builder Bruce Everiss has just announced the expansion of his services to the public. Available now are two new tips lines – for Amiga and the ST – bringing you the latest cheats, tips and underhand dodges every week for a wide variety of games (old and new). The numbers are:

**ATARI ST TIPS: 0898 299387**
**AMIGA TIPS: 0898 299386**

Calls charged at 33p/min off peak, 44p/min normal. Ask permission first.



Brucey "Babes" Everiss and his wacky 0898 numbers.

# STEP INTO THE FUTURE WITH
# ELECTRO GAMES

THE SPECIALISTS IN CONSOLES & GAMES
TEL/FAX: 081 530 8246
MON-SUN 10AM-7PM

**TRADE TO UK/EUROPE**

**RETAIL MAIL ORDER ALL WELCOME**

## SEGA MEGADRIVE

| | |
|---|---|
| PAL | £130.00 |
| WITH FREE GAME | £155.00 |
| SCART WITH FREE GAME | £155.00 |
| UK/JAP CONVERTER | £15.00 |

## NINTENDO SUPER FAMICOM

| | |
|---|---|
| PAL + 2 GAMES | £345.00 |
| SCART | £299.00 |
| MAGAZINE | £8.00 |

## GAMEBOY

| | |
|---|---|
| GAMEBOY DELUXE | £69.00 |
| LIGHTBOY | £20.00 |

## TOP THIRTEEN £25

1, R - TYPE
2, CHAES H Q
3, DRAGONS LAIR
4, WHEEL OF FORTUNE
5, MERCENARY FORCE
6, BURAI FIGHTER
7, F.1 SPIRIT
8, KUNG FU MASTER
9, DRAGON TALE
10, SNOOPY
11, SPARTAN X
12, CAT RAP
13, NEMESIS

## TOP TEN £30-£40

1, MIDNIGHT RESISTANCE
2, AIRWOLF
3, MONSTER HUNTER
4, MICKEY MOUSE
5, GYNOUG
6, HELLFIRE
7, MAGICAL HAT
8, JOHN MADDENS
9, WRESTLE BALL
10, CRACKDOWN

## TOP FIVE £45-£60

1, DARIUS TWIN
2, HOLE IN ONE
3, MARIO
4, PILOT WINGS
5, ULTRAMAN

## GAME GEAR

| | |
|---|---|
| GAME GEAR + 2 GAMES | £155.00 |

## TOP FIVE £25.00

1, MICKEY MOUSE
2, CHASE H Q
3, WONDERBOY
4, MONACO G.P.
5, HEAD BUSTER

**MANY OTHER FAVOURITES AND NEW RELEASES AVAILABLE RING FOR DETAILS.**

**ALL MACHINES CARRY A ONE YEAR GUARANTEE ETC...**

**ELECTRO GAMES**
**2 OVERTON DRIVE**
**WANSTEAD**
**LONDON**
**E11 2NJ**

- EXCELLENT SERVICE
- FAST DELIVERY

C/CARD NO: | | | | | | | | | | | | | | | | |

NAME .....

ADDRESS .....

.....

.....

.....

.....

TEL .....

EXP DATE .....

SIGNATURE .....

| GAME/MACHINE | PRICE |
|---|---|
| | |
| | |
| | |
| | |
| | |

CARRIAGE £1 GAMES/£4 CONSOLES

CHEQUE ☐

ACCESS/VISA ☐

POSTAL ORDERS ☐

TOTAL £.....

# BIG IN

**Having auditioned for JSTV, but been turned down for refusing to get his hair cut in traditional samurai styling, Shintaro Kanaoya painted his hair green and pretended to be Edd the Duck. Deciding that he would never be featured in a game, let alone get his own TV series, he decided to hit the saki cask and write of his latest findings in Japan.**

Minasama yokoso. I'll dive right in with the flavour of the decade, Suzy Uki... er, the Super Famicom, and a very Japanese game indeed called *Ganbare Goemon*. This roughly translates to 'good luck Goemon' or 'break a leg Goemon' or even 'give 'em one from me Goemon ol' pal.' In case you're wondering, Goemon is a ronim. This creature is a samurai (Japanese warrior of noble blood, good with a sword, honourable, dependable and now sadly extinct) without a master. In his previous incarnation on the NES, Goemon ran around medieval Japan and kicked cop ass. He's a real '90s hero.

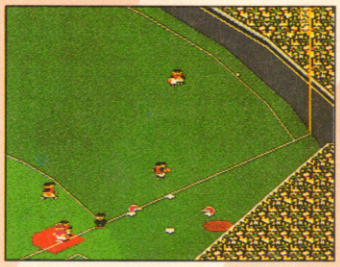
Anyway, this time Goemon wanders round medieval Japan, through cities and the countryside, through grave yards and temples, up hills, down dales and so on. The object of the game is as ever to rescue some pathetic princess who was stupid enough to get caught. Here, in this silly task who, as Goeman are joined by Ebisumaru, a ninja (Japanese spy, amazing skills, invisible, mysterious and also extinct despite what Sho Kosugi would have you believe).

The game is two-player simultaneous – both Goeman and Ebisumaru can be controlled, so you'll be able to beat each other up. However, in the interest of progress, you'll be able to combine (you really don't want to know!) and become twice as strong.

No surprises in the graphics department; they are absolutely stunning. Very colourful and humourous (like Big in Japan).

Also on the way for the Famicom is *Ultraman*. The game is taken from the TV series of the same name and involves a group of superheroes. They're normally human beings, but with the use of a magic torch and the words "showatchi" they become super big, super strong, super heroes. And they're ready to protect the planet against hostile monsters. However, if you can see through their costumes, they're a group of actors wearing plastic and rubber suits who go out to fight other actors in rubber monster suits. You go one on one against strange and fabulous creatures.

*Ultraman*'s basically a beat-'em-up with a lot of fancy moves. There's the ultra punch, the ultra chop, and the ultra kick. To be fair though, you do have the ultra gansiki otoshi, ultra slash kyukoka chop. All this plus the odd slash beam, attack beam and even the speshium laser beam. Of course, it may seem to you that with all these mega moves, wiping out a few monsters should be easy. But there's a catch: Ultraman can only stay as Ultraman for 180 seconds. Not enough time to hard boil an egg, but just enough to make some pot noodles.



Namco's *World Stadium* on the PC Engine is just one of the many baseball games about to be unleashed in Japan. Around this time of the year demand for baseball games reaches fever pitch for some reason.

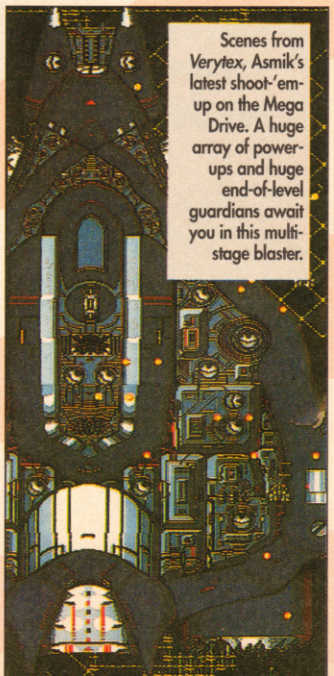
The real exciting games are yet to come on the Super Famicom. A marathon (?) of sports games are coming your way. I won't go into detail about any of them as they're the sort of games you'll have seen before. But keep an eye out for *Super Professional Baseball, Battle Dodgeball* (featuring some Ultraman characters), *Pro Soccer* (which is actually a straight conversion of *Kick Off 2*). *Super Ultra Baseball, Ganba League* (cute baseball game), *Augusta National Golf Game*, and *Jumbo Ozaki's Hole In One*.

## SONIC THE SEGA

Moving on to the Mega Drive, about which there isn't much to say. After all the hype and anticipation regarding *Shining and the Darkness*, there isn't another big game to fill its shoes in the short term. The only medium-sized one on the horizon is *Nadia of the Strange Sea*. This is based on a TV cartoon show. Namco, its makers have reputedly come up with an entirely new story. The cartoon and game are based in a fantasy world inhabited by weird machines, lads in glasses and berets, and girls in bikinis and waistcoats. It's another RPG with very few instructions necessary to get you from one place to the next.

The only other game that looks vaguely interesting is the Warren Beatty exercise in how not to make a film. I am of course talking about *Dick Tracy*, which is already on sale (and reviewed in this issue's RAZE). The game's colourful, done in the prime colours that Beatty wanted to use, and there are a lot of naff between-stage lines like "Big Boy sent me to meet this train, Tracy! Now you're going to meet a bullet!" Or what about his pearl "...it's from the train yard to the jail for you, Itchy!"

One game due for release later this year that bothers me is *Sonic the Hedgehog*. Now I may be wrong, but I thought hedgehogs were supposed to have needles on their bodies and get run over by Volvos. Sonic



Scenes from *Verytex*, Asmik's latest shoot-'em-up on the Mega Drive. A huge array of power-ups and huge end-of-level guardians await you in this multi-stage blaster.



In 1970 a Texan swallowed 255 live goldfish.

# JAPAN

however is blue, wears white gloves and looks curiously like Tom from the Tom and Jerry cartoon. In fact, if anything, he's a cat, but the fact that he crawls underground led me to think he's a mole. He is not however a hedgehog and if you see someone from Sega (for it is they) could you point that out to them. The game, however, looks good and is due out in July.

Just afore I venture into PC Engine territories, a word on forthcoming Game Gear releases. *Mickey Mouse – Castle of Illusion* (little action game featuring the rat that was going to be called Mortimor but for Mrs Disney's timely critical comment), *Gear Stadium* (Namcos baseball game featuring fat people), *Magical Rizzle – Popills* (bought to you by the makers of *Bubble Bobble*) and *Devilish* (vertically scrolling breakout game).

## FAMICOM GETS CD-ROM

**Before leaving the Super Famicom for another month, let me briefly tell you what I know of the Super Famicom CD-ROM drive. It looks as though there is one coming out, possibly this year, and possibly under £400. The news was broken by the Japanese equivalent of the Financial Times and has not been denied by Nintendo or Sony. Sony? What's Sony got to do with it? Well, they're helping to make it – just as they did with the Super Famicom sound chip. Sony reported they were definitely in a partnership with Nintendo to some extent, but refused to comment on exactly what. Nintendo on the other hand went as far as to say that they were working with Sony on an audio visual piece of hardware. Interestingly, all third party software on CD-ROM would have to be licenced by both companies. After the problems that Nintendo's licencing policy alone caused in the States, it will be interesting to see what happens.**

## YOU CAN CALL ME IVOR

PC Engine time. If I had to choose my game for the month, it has to be *Quiz – All Over The World*. This is sort of based on a Japanese TV game show, though not officially. Contestants answer questions about the culture, traditions, habits or anything related to a country from which they've just received a report (usually from some air-head bimbo). It's all good clean fun and being on CD-ROM, the number of questions (1200 of them) is impressive, especially as each is spoken by the question setter. There are four modes, and not all require you to know Japanese – but most do.

Also on release for the PC Engine are *Road Sports* (CD-ROM) and *Zero 4 Champ* (reviewed in this month's Import), *PC Boy 2*, and the 1991 version of Namco's *World Stadium*. Ooops, how could I forget *Ultra Box 4*; the CD-ROM package containing a wealth of games including an RPG, a simulation and a potentially erotic skipping game.

**How about this for the ultimate in home audio visual entertainment? The Mezzo A1 system shown here costs a very reasonable £400.**

## THE COMPLETE A/V SOLUTION

**The question seems to be for many, what do you plug your console into? What does the Super Famicom – and for that matter any console – the most justice? Phillips has come up with one answer; a TV/monitor called the Discoverer. It's a TV that's been designed (in Italy no less) to look like a helmet complete with a smoke visor. It really looks stunning and is only beaten in yuppiness by the built-in Gaggia cappuccino maker. Victor too have released an A/V solution in their mini stereo system, the Mezzo A1, and they have thoughtfully included a game position selector switch which means you can hook up the Super Famicom (and I assume other consoles) to the system and have good old stereo sound. Good value at under £400.**

## BOYS ARE BACK IN TOWN

Right, with the Engine out of the way, I'll say a few things about the Game Boy. It's small, green and black, and it still kicks the crap out of the Lynx (even the new one). Apart from that there are two new releases for it.

*Family Jockey* is the first. It's a conversion of an NES game, one of the most popular of the Namco family sports series. This one, not altogether surprisingly, is to do with horse racing. You race a horse by whipping it. The idea is to whip the horse by the correct amount; a little harder when it starts to slow, but not to much otherwise it loses energy. There's also the occasional jump to negotiate. You can bet on the outcome of races – even the ones you're racing in.

*Burger Time Deluxe* is the second of the Game Boy titles and is a real blast from the past. The game is simple in principle (walk over bits of burger to make them drop down so you make your burger), but has numerous nasties out to stop you.

## GET CRACKING

**Welcome to a new section in Big in Japan which features the very latest tips, tricks and tactics for the very latest console games. You won't find such up-to-date game dodges anywhere else – that's a promise!**

### GRADIUS III

Super Famicom

To get 29 lives for each credit simply hold down LEFT on the title screen and press A three times. That's it! You now have 29 lives for each credit. Also on *Gradius III*, but somehow less useful, take the tedium out of choosing your power up weapons by letting the computer do it for you. On the weapon select screen, choose edit mode and press XYXYXY. The cursor should start whizzing off and makes its selection for you.

### GYNOUG

Mega Drive

Go to the options screen, place the cursor on Control and hold down buttons A, B and C simultaneously for around seven seconds. You will be transported to a level select screen. Also, from the options screen place the cursor on Game Level and press A, B, C and START simultaneously. You'll start the game in easy mode.

### JACKIE CHAN

PC Engine

On the title screen, press UP, DOWN, LEFT, RIGHT and II. A bell should ring to indicate that you can select which level to start on. Hold down SELECT and press RUN.

### KLAX

Game Boy

During play, press SELECT at any time to make an identical block to the one that's falling appear.

### OVERRIDE

PC Engine

Push reset ten times (do this by pressing RUN and SELECT simultaneously). Then, to get to the required level press the appropriate keys:

| Level | Buttons |
|---|---|
| 2 | UP, SELECT and RUN |
| 3 | RIGHT, SELECT and RUN |
| 4 | DOWN, SELECT and RUN |
| 5 | LEFT, SELECT and RUN |
| 6 | UP, RIGHT, SELECT and RUN |



Shintaro Kanaoya denies he took part.

# TOKYO JO

## MEGADRIVE

| | |
|---|---|
| JOHN MADDENS | 34.99 |
| DEFENDER | 32.99 |
| SUPER MONACO | 37.99 |
| ALEX KID (ENC CASS) | 32.99 |
| SWORD OF SODAN | 29.99 |
| COLUMNS | 34.99 |
| ARNOLD PALMER | 34.99 |
| FORGOTTEN WORLDS | 34.99 |
| BATTLE SQUADRON | 29.99 |
| GHOULS N GHOSTS | 44.95 |
| GOLDEN AXE | 34.99 |
| REVENGE OF SHINOBI | 34.99 |
| LAST BATTLE | 34.99 |
| RAMBO 3 | 29.99 |
| STRIDER | 42.99 |
| SUPER HANG ON | 34.99 |
| ESWAT | 32.99 |
| THUNDERFORCE 2 | 32.99 |
| TWIN HAWK | 34.99 |
| WORLD CUP 90 | 32.99 |
| ZANY GOLF | 34.99 |
| SWORD OF VERMILLION | 44.95 |
| ZOOM | 32.99 |

LOWER PRICES

## MEGADRIVE (JAPANESE)

Please note all English games will work on the Japanesemegadrive.

| | |
|---|---|
| SHADOW DANCER | 24.99 |
| ELEMENTAL MASTER | 24.99 |
| MICKEY MOUSE | 27.99 |
| RINGSIDE ANGEL | 27.99 |
| DARIUS X | 39.99 |
| ALESTA | 39.99 |
| MAGICAL HUT | 27.99 |
| DANGEROUS SEED | 29.99 |
| ATOMIC ROBOKID | 29.99 |
| HEAVY UNIT | 27.99 |
| GAIN GROUND | 24.99 |
| WONDERBOY 3 | 29.99 |
| HELLFIRE ATTACK | 26.99 |
| GYNOUG | 31.99 |
| CRACKDOWN | 29.99 |
| HARD DRIVIN | 24.99 |
| BATTLE GOLFER | 31.99 |
| DYNAMITE DUKE | 29.99 |
| JUNCTION | 29.99 |
| WRESTLE WAR | 31.99 |
| MOONWALKER | 29.99 |
| WORLD CUP SOCCER | 27.99 |
| GHOULS N GHOSTS | 32.99 |

## MEGADRIVE (JAPANESE)

MEGADRIVE PAL + GAME
+ JOYPAD + PSU NOW ONLY £135.00

| | |
|---|---|
| WRESTLE BALL | 31.99 |
| BURNING FORCE | 27.99 |
| CYBERBALL | 28.99 |
| FATMAN | 29.99 |
| GHOSTBUSTERS | 29.99 |
| RASTAN SAGA 2 | 29.99 |
| BASKETBALL | 29.99 |
| TATSUJIN | 29.99 |
| TETRIS | 29.99 |
| D J BOY | 29.99 |
| ESWAT | 29.99 |
| AFTERBURNER 2 | 32.99 |
| FLYING SHARK | 29.99 |
| INSECTOR X | 29.99 |
| KLAX | 29.99 |
| JOHN MADDENS | 34.99 |
| ARNOLD PALMER GOLF | 34.99 |
| SUPER MONACO | 34.99 |
| POPULUS | 34.99 |
| SWORD OF SODAN | 29.99 |
| JOE MONTANAS AMERICAN FOOTBALL | 29.99 |

ALL GAMES - £1.00 P&P

## MEGADRIVE

**ARCADE POWER STICK**
**RRP. £44.99**
**OUR PRICE**
**£32.99**

**MEGADRIVE JOY PAD**
**£14.99**

## GAME GEAR

**GAME GEAR + ONE GAME**
**£139.00**

**GAME GEAR + TWO GAMES**
**£159.00**

## NINTENDO

**JAPANESE GAMES ADAPTOR**

- FITS ALMOST ALL UK NINTENDO MACHINES
- NO ALTERATIONS NECESSRARY
- PLUGS STRAIGHT INTO CARTRIDGE PORT

**NORMALLY SELLS FOR**
**£24.99**

**REDUCED FOR 1 MONTH TO**
**£19.99**
**Including P&P**

LATEST TITLES

UNLIMITED QUANTITIES

## GAMEBOY

**GAME LIGHT**
**NOW ONLY**
**£11.99**

**LIGHT BOY**
**£23.99**

## YOUR CHOICE OF GAME

| | |
|---|---|
| G LOCK | £27.99 |
| SUPER MONACO GP | £27.99 |
| WONDERBOY | £27.99 |
| BAESBALL | £27.99 |
| COLLUMNS | £27.99 |
| PENGO | £27.99 |

# OE

Access **NOW TAKEN** VISA

2 WILLIAM CLOWES STREET
BURSLEM
STOKE ON TRENT
ST6 3AP

Mon-Fri 9.30am to 5.30pm - 0782 575043
Mon-Fri 6.30pm to 8.00pm - 0782 836317
Sat 11.00am to 5.00pm - 0782 575674

## ENGLISH TO JAPANESE GAMES CONVERTER

- FITS ALL ENGLISH MEGADRIVE MACHINES
- SIMPLY SLOTS INTO CARTRIDGE PORT
- NO ALTERATION TO YOUR MACHINE REQUIRED

**ALLOWS YOU TO PLAY ALL JAPANESE GAMES AS WELL AS ENGLISH GAMES ONYOUR MEGADRIVE**

**NORMALLY SOLD AT £20 OR MORE**

**FOR ONE MONTH ONLY OFFER PRICE**

**£14.99 Inc P&P**

## LYNX

| | |
|---|---|
| ATARI LYNX & GAME | 110.00 |
| ATARI LYNX | 89.99 |
| ZALOR MERCENARY | 24.99 |
| PAPER BOY | 24.99 |
| ELECTROCOP | 24.99 |
| XENOPHOBE | 24.99 |
| SLIME WORLD | 24.99 |
| RAMPAGE | 24.99 |
| KLAX | 24.99 |
| ROAD BLASTERS | 24.99 |
| GAUNTLET 3 | 24.99 |
| MS PACMAN | 24.99 |
| CHIPS CHALLENGE | 24.99 |
| GATES OF ZENDOCON | 24.99 |
| BLUE LIGHTENING | 24.99 |

**SALE TIME**

**SPECIAL OFFER**

## GAMEBOY

| | |
|---|---|
| GAMEBOY + TETRIS + LEADS | 64.99 |
| GAMEBOY | 49.99 |
| ROBOCOP | 25.99 |
| MONSTER TRUCK | 25.99 |
| NINJA TURTLES | 25.99 |
| SKATE OR DIE | 25.99 |
| FORTRESS OF FEAR | P.O.A |
| SPIDERMAN | 25.99 |
| DOUBLE DRAGON | 25.99 |
| BOXING | 25.99 |
| WWF WRESTLING | 25.99 |
| BOMBER BOY | 25.99 |
| BATMAN | 25.99 |
| NFL FOOTBALL | 25.99 |
| SOCCERBOY | 25.99 |
| CASTLE VANIA | 25.99 |
| PRO WRESTLING | 25.99 |
| NEMESIS | 25.99 |
| R. TYPE | 25.99 |
| DRAGONS LAIR | 25.99 |
| PUZZLEBOY | 16.99 |
| PRO WRESTLING | 25.99 |
| PAPERBOY | 25.99 |
| GHOULS & GHOSTS | 25.99 |
| ALIGATOR PIN BALL | 25.99 |

**MORE SOON**

## FAMICOM

**FAMLICOM SCART (+ 2 FREE GAMES) 299.99**

**FAMLICOM PAL (+ FREE GAME) PHONE NOW**

FAMLICOM GAMES:-

| | |
|---|---|
| FINAL FIGHT | 49.99 |
| GRADIUS 3 | 49.99 |
| BOMBUZAL | 49.99 |
| PILOT WINGS | 49.99 |
| F 0 | 49.99 |
| POPULUS | 49.99 |
| ROLEPLAY ARCADE ADV | 49.99 |
| GREAT BATTLES | 49.99 |
| ACTIVASOR | 49.99 |
| HOLE IN ONE | 49.99 |
| BIG RUN | 49.99 |
| R-TYPE | 49.99 |

**NEW STOCK ARRIVING SHORTLY! PHONE NOW!**

## SEGA 8-BIT

| | |
|---|---|
| GAUNTLET | 27.99 |
| PAPERBOY | 27.99 |
| INDIANS JONES | 27.99 |
| IMPOSSIBLE MISSION | 27.99 |
| TWIN HAWK | 27.99 |
| ASSAULT CITY | 27.99 |
| OPERATION WOLF | 27.99 |
| CHASE HQ | 27.99 |
| DYNAMITE DUX | 27.99 |
| R TYPE | 27.99 |
| PSYCHO FOX | 27.99 |
| MONOPOLY | 27.99 |
| CALIFORNIA GAMES | 27.99 |

**LOADS OF SECOND HAND GAMES PHONE NOW**

**ORDER NOW**

**REDUCED PRICES**

- PLEASE NOTE: ALL SOFTWARE AND HARDWARE IS BRAND NEW AND CARRYS A 12 MONTH PARTS AND LABOUR GUARANTEE.
- WE WILL GLADLY TAKE YOUR OLD GAMES MACHINE IN PART EXCHANGE FORA NEW ONE, PHONE FOR A PRICE.
- PERSONAL CALLERS ARE WELCOME, PLEASE PHONE FIRST.
- ALL OUR GOODS ARE SECURELY PACKED AND SENT 1ST CLASS RECORDEDDELIVERY
- MOST GOODS DESPATCHED WITHIN 24 HOURS OF RECEIVING AN ORDER
- NO CLUB TO JOIN, BUT CHEAP PRICES
- HELP AND ADVICE GIVEN FREELY
- BUY WITH CONFIDENCE FROM OURSELVES AND AVOID THE MINEFIELD OFMAIL ORDER PITFALLS ENCOUNTERED BY MANY MANY PEOPLE

**REMEMBER**

**TOKYO JOE -**

**THE PLACE TO GO!**

# SEGA CITY

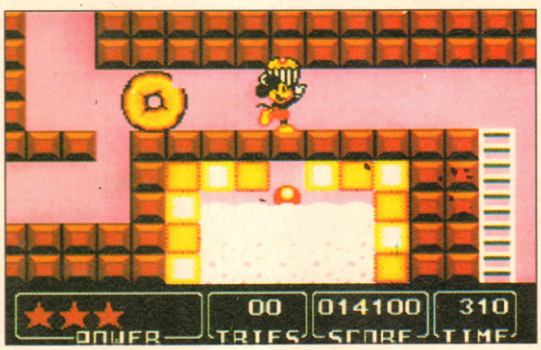
*The streets are quiet and the schools are closed. But this is still the busiest city in the country. Welcome to the only city with a poll tax less than the Shetlands, this is Sega City*

After last month's uncovering of the official release of the Game Gear hand-held, Sega City returns with the latest independent look at everything Sega. After the dearth of hardware in the column over the past months, this issue is filled with games.

Normally speaking you would expect a coin-op to be converted onto consoles, wouldn't you? I mean that's the way it's normally done – console developers see the potential sales of "the kids'" favourite coin-ops in their own homes and jump at a conversion. But this time Sega have done completely the opposite. Just released in Japan is a game called *Sonic The Hedgehog*, and it has taken the place by storm. Very rarely has there been such a buzz around a console game, particularly one on the Mega Drive.

The gameplay is a cross between a platform adventure and a shoot-'em-

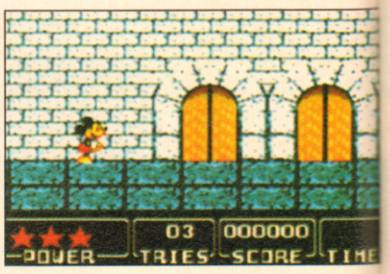
removed from N*nt*nd*'s *M*r** Br*s* – except being on the Mega Drive it is *far* better. The hero is a mischievous blue hedgehog designed very much in the mould of characters like Warner Bros' Bugs Bunny and Wyle E. Coyote, but it ends up looking like the missing link between Felix the Cat and Tom from Tom and Jerry. For some reason unbeknown to me, Sonic has to chase after a lot of rings




The Game Gear version of *Castle of Illusion Starring Mickey Mouse* looks even better than the Master System version.

in order to save the day; what from I don't know. The only info I've got at the moment is all in Japanese, so you'd be better off flicking back a few pages to see what Shintaro has to say.

Apparently Sega have decided to make a coin-op conversion of the Mega Drive original of *Sonic* because it is *that* good. I'll be trying to blag a copy of the Mega Drive version for next issue and I might even get an interview with Sonic himself.




Remember the RAZE Rave *Speedball II*, as reviewed by yours truly? Remember John Phillips, the chap who programmed *Nebulus*, that infuriating game where you controlled a creature called Pogo? Put John with *Speedball II* and you get a Mega Drive version that should be with us before Christmas.

Another blast from the past is *Ishido: The Way of the Stones*. It has already impressed on the Amiga and IBM PC, and looks more than intact on the Mega Drive. For anyone who hasn't come

**MASTER SYSTEM**

1. Mickey Mouse
2. Golden Axe
3. The Ninja
4. Indiana Jones
5. Wonder Boy III
6. World Soccer
7. Golfamania
8. World Cup Italia '90
9. Paperboy
10. Impossible Mission

**MEGA DRIVE**

1. Golden Axe
2. Revenge of Shinobi
3. A.P. Tour. Golf
4. J.M. American F.ball
5. Super Monaco GP
6. Mickey Mouse
7. World Cup Italia '90
8. Forgotten Worlds
9. Populous
10. Battle Squadron



Q: How does an elephant climb an oak tree?

# THE SEGA SUSSED!

**Not all of us have the skill and intellect to complete every game, and that's where a tips and hints book would come in useful. Previously, you'd have been hard pushed to get hold of such a thing, but now there is an answer to all your gaming problems. The Complete Sega Solution features reviews, cheats and solutions for over a 120 Master System and Mega Drive games. This outstanding feat of literary excellence should soon be available from all good book shops soon. If you have difficulty getting hold of it, the publishers are running a mail order service from the following address: The Complete Sega Solution, The Words Works, Freepost (SN 1543), Trowbridge, Wiltshire BA14 8YA. Yup, that also happens to be the same address as the editorial for RAZE, which can only mean good things for it, right? The price for over 200 pages packed with tips on nearly every Sega game you could imagine is just £9.99. What a bargain.**

across it, *Ishido* is based on an ancient Chinese game, played by peasants for centuries past. You basically match either symbol or shape to empty the pouch and score as many points as possible. Strangely addictive (catch the 16-bit review in issue three), but alas no word as yet of any impending Master System version.

A Mega Drive shoot-'em-up that is receiving a lot of attention in Japan at the moment is *Verytex*, a vertically scrolling little number that features more power-ups than Ben Johnson's gym locker. There seem to be a huge number of huge end of level bosses, and the backgrounds are packed with detail and colour. Using several layers of parallax scrolling, it produces the vertiginous effect of some extremely deep trenches – not for the weak stomached. Keep an eye out for something called *Alisia Dragoon* for the Mega Drive. A rather hassled looking young lady takes on hordes of steaming zombies, scythe-wielding eunuchs and fire-throwing harem girls.

## All Geared up!

Now that *Mickey Mouse* has bounded onto the Master System from the Mega Drive, it will shortly be arriving in fine fettle on the Game Gear. Looking, understandably, not quite as good as the Mega Drive version, it is certain to follow the MS version and storm into a high position in the charts.

In fact, as I write *Mickey Mouse* has just hit the number one spot in the Gallup Individual Format chart, which means it sold more on the Sega than any other game on any other machine in that week. My prediction for the next "storming" of the charts is *Sonic The Hedgehog*.

The bases will soon be loaded when a new baseball game comes to a Game Gear near you. The working title for it is *Baseball Stars*, although this will probably be changed when it reaches the streets in June. The view is taken from behind the batter, with screens flicking up revealing runners on the third and first bases.

If a player is trying to steal from the second base, he can be seen from the main scene behind the pitcher. The whole game is very visual and looks impressive, even on the small Game Gear screen. If pocket baseball is what you want, then you'd find it hard to better *Baseball Stars*.

No Japanese console would be complete without its own version of baseball.

# SEGA SOLUTIONS

## ARNOLD PALMER TOURNAMENT GOLF

*Mega Drive*

To access a secret level, enter lower case "f"s along the top row of the password screen, then "9"s along the bottom row. You will now find yourself in a new tournament with an ageing caddy who natters on about anything you could imagine.

## ASSAULT SUIT LEYNOS

*Mega Drive*

To get all the weapons make sure that you have exactly 2800 points at the end of level one. The only way to get this score is to shoot no-one but the end of level boss.

If you thought this game was only one-player, you were wrong. Start the game and just after the first green alien appears from the right, press START on the second joypad. The next bad guy to appear is now under the control of the second joypad. Fancy nine continues? First of all die, and go back to the options screen when you have two continues left and press START. A girl will appear in the bottom righthand corner and selecting exit will give you the continues. Lastly, there's an optional firing mode. Press PAUSE at any time in the game, hold down A and B and press C. An A or B will appear inside the weapons screen, try either for a different firing mode.

## SPELLCASTER

*Master System*

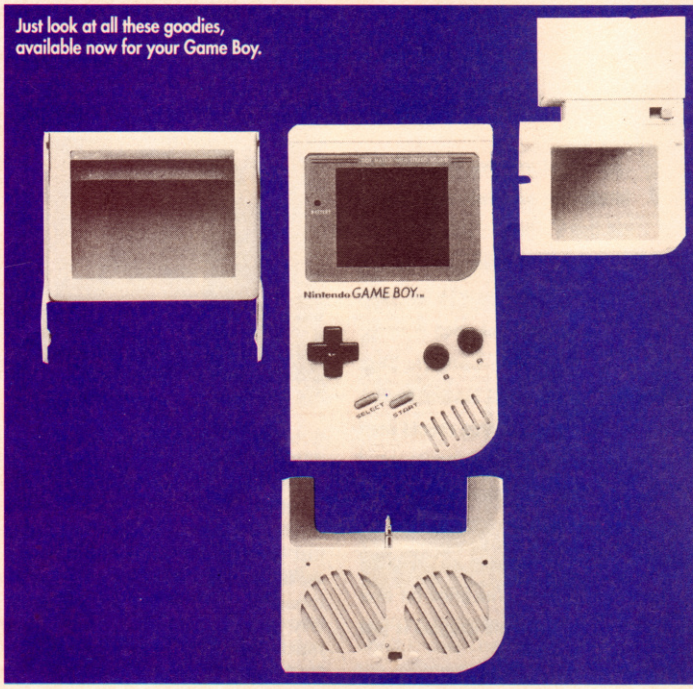
To get the x-ray glasses you must talk to Midon's grandfather, then go outside and point at the Boat House. Go inside the boat house and look around. Return to the grandfather and he will tell you about the x-ray glasses. Go back into the Boat House and lo and behold the glasses will be there.



A: Sits on an acorn and waits.

# NARLY NINTENDO

**Get completely snowed under with tips this month – plus all those interesting titbits that make buying Nintendo the right choice**




Just look at all these goodies, available now for your Game Boy.

● Absolutely terrific news this month as Nuby announce the release of three great add-ons for the Game Boy. All of these are officially available in the UK, and should be purchasable through your high street supplier. If you have any problems, get them to ring the distributor Centresoft on (021) 6253399. The add-ons are at rock bottom prices. To start with, the Game Light lets you play Game Boy in the dark for just £9.99! Then there's the Game Boy Magnifier which costs a mere £6.99 and doubles your viewing area. Finally, we have the Game Boy Amplifier which adds external stereo speakers to the Boy for £12.99. All of them work in conjunction with each other (eg: Game Light and Magnifier at the same time) and come in the normal Game Boy colours. Terrific value.

● Good news and bad news on the sales front for Nintendo. The good news for Nintendo is that Game Boy sales have rocketed out of all proportion in March. As a result, the bad news for us is that the main supplier to independent retailers, Centresoft, has completely sold out! Surely Nintendo should have expected this of such a hot hand-held.

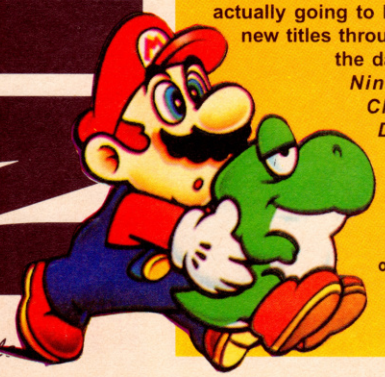
● In June, Infogrames will release that classic two-player game *North and South* on the NES. The game is based around the American civil war, and has you taking charge of armies and trying to gain land. This will be their first console release in Europe, and should be followed by *Hostages* (a multi-level arcade espionage game) and two as yet unspecified titles. It is hoped that all four titles will also be out on the Game Boy before Christmas.

## NINTENDO GO MAD!

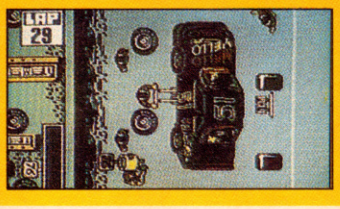
It's true, Nintendo have gone completely potty! No, they haven't sold the *Super Mario Bros* rights to Sega or made the Game Boy Lynx-compatible; it's worse than that. Nintendo have actually announced that they're going to increase the amount of Game Boy releases! (Surely this would warrant a check on Nintendo to see if they're okay.) It's true, they are actually going to blitz the machine with over 25 new titles through the summer. These include the dangerously addictive *Dr Mario, Nintendo World Cup, Chessmaster, Burai Fighter Deluxe, Teenage Mutant Hero Turtles, RoboCop* and *Batman*.

The madness continues as the NES is guaranteed 4-5 releases a month. Imminent titles include *Days of Thunder* (much better than the 16-bit version), *Gauntlet II* and *Al Unser Jr's Turbo Racing*. *Super Mario 3* is also lined up for release later in the summer. The whole NES bandwagon will be supported by some new TV ads featuring *Solar Jetman, Gremlins II* and the *Double Dragon* duo.

Next thing you know, they'll be dropping the Game Boy price to avoid competition with the £79.99 Lynx!



Great things come in small packages, as you'll find out next month when *Dr Mario* becomes officially available on the Game Boy.




Mindscape's *Days of Thunder* will be one of the numerous official UK releases this summer.

*by Cole Trickett*

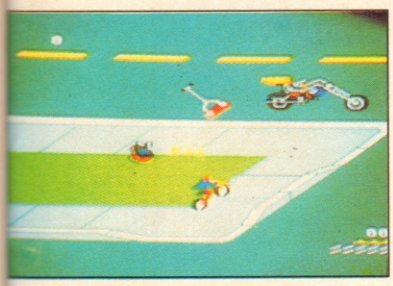


Q: What's as big as an elephant but doesn't weigh a thing? 

**NES TOP TEN (UK)**

1. SUPER MARIO BROS 2
2. LEGEND OF ZELDA
3. ADVENTURES OF LINK
4. TMNT
5. TECMO WORLD WRESTLING
6. MEGA MAN II
7. BLACK MANTA
8. SPY VS SPY
9. BUBBLE BOBBLE
10. BLADES OF STEEL

● If you're still battling with *Paperboy* on the NES and Game Boy, then you'll be glad to hear that there's more of the same on the way. The original's programmers, Mindscape, have secured the rights to both versions of *Paperboy II*. Expect themaround Christmas-time.



**As if this wasn't enough trouble, Mindscape have just secured the rights to *Paperboy II!***

● "Industry pundits" are still rattling on about a Super Famicom CD player. They now reckon it'll be released before the end of the year at less than £400, perhaps less than £300. Personally, I'd be happy if just the Super Famicom were officially released here before Christmas.

**GAME BOY TOP FIVE (UK)**

1. SUPER MARIOLAND
2. GOLF
3. TENNIS
4. SPIDER-MAN
5. WIZARDS & WARRIORS

## SOLAR JETMAN
### *NES*

Try these codes to get to those parts of the game that only **M Darrby** of Bilston, Staffs, can get to.

**Level 2**: HBBNBKBBKMGB
**Level 3**: DNBPMPKBRWHB
**Level 7**: DQDZGNPBRDHB

## TMNT
### *NES*

Yes, I know there were bonus select and extra energy cheats printed in issues three and four respectively, but they were for the Game Boy! You NES owners deserve some underhand dodges on the turtley addictive game too, so here's a few pointers. Both **Mark Gray** of Norwich and **Andrew Luscombe** in Chelmsford inform me that on the first two levels, you can get full energy by picking up a pizza, going in a room/sewer and returning to the pizza location to pick up another. Continue this procedure to turtley power up! Also, when one of the turtles has the boomerangs, you can share them around by throwing a couple and then switching to another member of the froggy foursome. So says **D Fonseca** of Bucks Horn Oak (!) in Surrey. Yet more help comes from **L Fenech** in Battersea (woof!) who foils Mouser. Use Donatello and press START twice quickly when Mouser opens his mouth for the last time. This will stop him letting out those annoying little Mousers for a few seconds. However, **Joyce Duff** from Heathall in Dumfries has a different approach. She says that Mouser must be destroyed with the shurikens. She also says you can get Technodrome with the boomerangs (found at the top-left of the map, in a building).

## BATMAN
### *NES*

**Joyce Duff** (again) helps out with that Joker. Wipe the smile off his face by using the Batarangs. When Joker raises his arm to fire lightning, move back an inch and fire like mad! Sound advice, indeed.

## GHOSTS 'N' GOBLINS
### *NES*

Before you start the game, press RIGHT, B, B, B, UP, B, B, B, LEFT, B, B, B, DOWN, B, B, B, and START to choose your starting level. Thanks go to **Marco Pereira** in Chelsea.

## ROBOCOP
### *Game Boy*

**Andy Robinson** from Hull found this tip by pure accident. When you are nearly out of energy (ie: one off dying), go to pick up some energy, but as you do it kill yourself. You will now be miraculously transported to the beginning of the next level. Strange but true...

## FIST OF THE NORTH STAR
### *Game Boy*

That regular contributor with the wacky name, **Snardy Cadette** in Walthamstow, returns with more cracking codes. Thanks a lot, Snardy!

*Kaioh*
**Level 2**: OML TZ85 FPG CT91
**Level 3**: XKP 72QN VHR JGU5
*Kaioh and Hyou*
**Level 2**: XKP 72QN VHR 47U5
*Kaioh, Hyou and Han*
**Level 2**: FWH GCE9 385 MGAB
*Kaioh, Hyou, Han and Falco*
**Level 2**: V68 RJOU ZEN KR1D

## CONTRA
### *Game Boy*

**Philip Brayshaw** of Malton in North Yorkshire just found out this cheat mode and thought we might want to know about it! Of course we want to know about it. Thanks for thinking of a mortals who can't get anywhere in *Contra*. Phil says that if you press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, A, B, SELECT and START, you may just get nine lives for each of the two continues.

## SUPER MARIOLAND
### *Game Boy*

This is one game that I would have thought had hundreds of cheats – I've only received a few hints so far. But good old **Mar Wan Cheung** (yes, he of the *Mickey Mouse* codes last issue) has saved the day with this. When the Game Over words appear, rapidly press the START button (don't hold it) and you'll find yourself returning to the same level with another two lives! Sneaky stuff.

## GODZILLA
### *Game Boy*

Cor, whatever happened to that great Godzilla cartoon? Anyway, if you hold down all the buttons (reset) twice in a game, you'll reach the sound test screen. Press LEFT and RIGHT to select sounds, while button B plays them. **Keith Meenagh** from Dungannon in County Tyrone sent in that sonic sneak.

## IKARI WARRIORS
### *NES*

**Danny** from Holland has been hard at work on this game. When you die, but before the Game Over appears, press A, B, B, A to continue. Yup, a bit old, I know, but did you know that UP, DOWN, A, A, B, LEFT, RIGHT, A, B, UP, A, DOWN, RIGHT, RIGHT, LEFT, B, UP, LEFT, A, RIGHT, B, LEFT, RIGHT, A, LEFT, UP, A, DOWN, A, RIGHT, LEFT, B on the title screen will make stage one appear, next to the airplane landing sequence? If you now press A or B you'll be able to select a stage.

## RAD RACER
### *NES*

You can thank **Anthony Obuaya** for this sly sneak. Select your car and stay on the demo screen. Do not press START but press B as many times as the track number you want. Now press the control pad UP-RIGHT and then START. Press button B 64 times to see the end sequence.

## SUPER MARIO WORLD
### *Super Famicom*

Get those Super Famicom tips flooding in. With all those buttons on the controllers, you should be able to find loads of underhand dodges. **Pete Crass** from Chesterfield in Derbyshire found this one in *Super Mario World*. You know, I'm sure that there are more hidden levels in this game than normal ones! Surely someone has a map to the whole lot. If you have, send it in for a special prize. If you want to leave a level early, press START and then SELECT. (Saves time if you've got the cape, for instance, and want to go to the level where you use it.) Also, to get the item in the object box, just press SELECT and it will float down to you. (Useful help for those of us that can't read Japanese.)

## BUGS BUNNY
### *Game Boy*

**Oliver Case** in Westbrook, Kent, sent in a load of codes for this game. On closer inspection I discovered that they were exactly the same ones as for *Mickey Mouse* (printed last issue). Unfortunately, I can't get my hands on a copy of *Bugs Bunny* to try them out, so refer to last issue's codes if you fancy your luck!

## READER WRITERS

**Narly Nintendo is currently revelling in a terrific reader response. However, this cannot continue without YOUR help. If you have any tips on NES, Game Boy and Super Famicom games or would just like to ask a few questions, then get writing to: *Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.* Although personal replies are impossible, I will try to answer all questions through the column. Hang loose, dudes.**



A: An elephant's shadow.

THE JUNE COMPETITION

# THE COMMODORE AMIGA
## WIN
# SEGA MEGADRIVE
## (Plus Game of Your Choice)
## WIN
# SUPER FAMICOM
## WIN
# NINTENDO GAME BOY

**In The FANTASTIC DIAL-A-QUIZ MONTHLY Computer Competition**

**Answer 4 simple computer related questions correctly and by this time NEXT MONTH YOU could be the Lucky Winner of one of the above Superb First Prizes in this months DIAL-A-QUIZ Computer Competition**

**You MUST call one of the hotlines below and answer ALL 4 questions correctly**

e.g. QUESTION: Marty McFly appears in which computer game?
ANSWER: 1. Back to the Future III.
2. Moonwalker.
3. Strider.
It's THAT simple!

**And REMEMBER, you can enter ALL Competitions as many times as you like.**

| | |
|---|---|
| Amiga Hotline: | 0839-121-166 |
| Megadrive Hotline: | 0839-121-167 |
| Super Famicom: | 0839-121-168 |
| Game Boy Hotline: | 0839-121-169 |

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date for entries is 20th June 1991.
All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before dialling.
Calls are charged at 34p per minute cheap rate. 45p per minute at all other times.
If you experience difficulties while attempting to enter please inform us on: 071 485 5964 between 9.30 am & 5.30 pm.

**MARCH RESULTS:**

MARK TAYLOR FROM BOLTON.....AMIGA
MICHAEL YOUNG FROM MILTON KEYNES .....MEGADRIVE
GAVIN WATT FROM SCOTLAND .....LYNX
TRACY GEORGE FROM LONDON.....GAMEBOY

P. Grove. DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL

VISA

# PRO GAMES

Access

MEGADRIVE GAMEGEAR NEO GEO LYNX

FAMICOM PC ENGINE GAMEBOY NINTENDO

## TEL (081) 769 9937 / FAX (081) 769 4688

## MEGADRIVE

**HARDWARE**

| | |
|---|---|
| Megadrive Pal + Game | £139.95 |
| Megadrive Pal | £129.95 |
| UK/Med-Com Convertor | £14.95 |
| Scart Lead (For use with Monitors or tv/scart) | £9.95 |
| Arcade Power Stick | £34.95 |
| Control Pad | £14.95 |
| Megadrive Carry Case | CALL |
| Power Pack | £9.95 |
| Sterio Lead | £7.95 |

**GAMES**

| | |
|---|---|
| Aero Blaster | £34.95 |
| Air Buster | £34.95 |
| Alisa Dragon | CALL |
| Atomic Robo Kid | £34.95 |
| Batman | £34.95 |
| Battle Squadron | £29.95 |
| Bimini Run | £34.95 |
| Block out | £32.95 |
| Blue Alamac | CALL |
| Budokan | £39.95 |
| Columns | £29.95 |
| Crackdown | £34.95 |
| Cross Fire | £34.95 |
| Dando | £34.95 |
| Dangerous Seed | £34.95 |
| Darius II | £39.95 |
| Dick Tracy | £34.95 |
| Dingland | £34.95 |
| DJ Boy | £29.95 |
| Elemental Master | £34.95 |
| E.S.W.A.T. | £32.95 |
| Fatal Labyrinth | £34.95 |
| Final Blow | £34.95 |
| Garies | £39.95 |
| Gallaxy Force | CALL |
| Gain Ground | £34.95 |
| Ghouls 'n' Ghosts | £39.95 |
| Ghostbusters | £32.95 |
| Golden Axe | £33.95 |
| Gynoug | £34.95 |
| Hard Ball | £34.95 |
| Hard Drivin' | £29.95 |
| Hatris | £34.95 |
| Heavy Unit | £34.95 |
| Hellfire | £29.95 |
| Hero Master | CALL |
| Hurricane | CALL |
| John Madden's Football | £39.95 |
| Joe Montana Football | £39.95 |
| J V Wrestling | £39.95 |
| Ka Ge Ki | £39.95 |
| Kings Bounty | £39.95 |
| Klax | £33.95 |
| Lakers V Celtics | £34.95 |
| Magical hat (turban) | £34.95 |
| MasterGolf | £34.95 |
| Micky Mouse | 334.95 |
| Midnight Resistance | CALL |
| Moonwalker | £33.95 |
| Musha Alsete | £34.95 |
| Ms Pack-Man | £34.95 |
| New Zeland Story | £34.95 |
| Onslaught | £39.95 |
| Pop Breaker | CALL |
| Populous | £39.95 |
| Rainbow Islands | £39.95 |
| Ringside Angel | £34.95 |
| Road Blasters | CALL |
| Shadow Dancer (Super Shinobi II) | £34.95 |
| Shining Darkness | CALL |
| Sonic The Hedgehog | £39.95 |
| Spiderman | CALL |
| Star Cruiser | £39.95 |
| Storm Lord | £39.95 |
| Strider | £38.95 |
| Super Airwolf | CALL |
| Super Monaco GP (PAL) | £34.95 |
| Super Shinobi | £34.95 |
| Sword Of Vermillion | £34.95 |
| Target Earth | CALL |
| Technocop | £39.95 |
| Thunder Force III | £38.95 |
| Trampoline Terror | £34.95 |
| Valius III | £49.95 |
| Volfiev | £34.95 |
| Wonderboy III | £34.95 |
| Worldcup Soccer | £34.95 |
| Wrestle War | £39.95 |

## FAMICOM

HARDWARE

| | |
|---|---|
| Super Famicom + 2 Games | £299.95 |
| Super Famicom Pal + 2 Games | £329.95 |

GAMES

| | |
|---|---|
| Act-Razor | £44.95 |
| Big Run | £49.95 |
| Bombuzal | £34.95 |
| Final Fight | £44.95 |
| Gradius III | £44.95 |
| Hole In One Golf | £49.95 |
| Pilots Wings | £44.95 |
| Populous | £49.95 |
| Sim City | CALL |
| Super Mario World | £44.95 |
| S War Zero | £44.95 |
| R Type II | £49.95 |
| Ys III | CALL |

## NEO-GEO

HARDWARE

| | |
|---|---|
| Neo-Geo + Convertor | £384.95 |
| Neo-Geo Carry Bag | £24.95 |
| Joy Stick | £49.95 |

GAMES

| | |
|---|---|
| Baseball stars | £149.95 |
| Blue Journey | £189.95 |
| Bowles | £189.95 |
| Cyber Clip | £169.95 |
| Joy Joy Kid | £189.95 |
| King Of The Monsters | £189.95 |
| Magician Lord | £149.95 |
| Nam 1975 | £149.95 |
| Ninja Combat | £189.95 |
| Puzzled | £189.95 |
| Ring Hero | £149.95 |
| Super Golf | £149.95 |
| Super Spy | £189.95 |

## GAME GEAR

HARDWARE

| | |
|---|---|
| Game Gear (handheld console) + Free game | £149.95 |
| TV Adaptor | CALL |
| Power Pack | £149.95 |

GAMES

| | |
|---|---|
| Base Ball | £29.95 |
| Columns | £24.95 |
| G Loc | £24.95 |
| Junction | CALL |
| Pengo | £24.95 |
| Psycho World | £29.95 |
| Soko-Ban | CALL |
| Super Golf | CALL |
| Super Monaco GP | £24.95 |
| Wonderboy | £24.95 |

## GAME BOY

HARDWARE

| | |
|---|---|
| Gameboy | £64.95 |
| Game Boy Case (carry all or tote) | £17.95 |
| Light Boy | £29.95 |
| Game Light | £9.95 |

GAMES

| | |
|---|---|
| Batman | £24.95 |
| Boulderdash | £24.95 |
| Bubble Bobble II | £24.95 |
| Castlevania | £23.95 |
| Chase HQ | £24.95 |
| Double Dragon | £24.95 |
| Duck Tales | £24.95 |
| Final Fantasy £29.95 | |
| Gargoyles Quest | £23.95 |
| NFL Football | £24.95 |
| TMNT | £24.95 |
| Pipe Dream | £24.95 |
| Robocop | £24.95 |
| Spiderman | £24.95 |
| Super Mario Land | £23.95 |
| WF Superstars | £24.95 |

## NINTENDO

HARDWARE

| | |
|---|---|
| TMNT Game Pack | £79.95 |
| Action Pack | £99.95 |

GAMES

| | |
|---|---|
| Baces Loaded | £34.95 |
| Bart Simpson | £34.95 |
| California Games | £34.95 |
| Hatris | £34.95 |
| Indy Jones & the Temple of Doom | £39.95 |
| Lode Runner | £34.95 |
| Mega Man II | £34.95 |
| Mega Man III | £39.95 |
| Marble Madness | £34.95 |
| One Boy & His Blob | £34.95 |
| Simpsons | £39.95 |
| Super Mario III | £39.95 |
| Snake Rattle & Roll | £34.95 |
| T.M.N.T. II | £49.95 |

## PC ENGINE

HARDWARE

| | |
|---|---|
| PC Engine Pal + Free Game | £159.95 |
| PC Engine Handheld | £245.00 |
| Super Graphic Pal or Scart | £279.95 |
| Five Player Adaptor | £23.95 |
| Control Pad | £19.95 |

GAMES

| | |
|---|---|
| Batman | £34.95 |
| Bomber Man | £34.95 |
| Devil Crash | £34.95 |
| Die Hard | £34.95 |
| Don Doko Don | £34.95 |
| Final Blaster | £34.95 |
| Jackie Chan | CALL |
| New Zeland Story | £34.95 |
| Operation Wolf | £34.95 |
| PC Kid | £33.95 |
| Power Drift | £34.95 |
| Super Star Soldier | £34.95 |
| Thunder Blade | £34.95 |
| W-Wing | £34.95 |

**ALL GOODS SENT BY FIRST CLASS MAIL**

**SECOND HAND GAMES BOUGHT AND SOLD**

**HELP AND REPAIR SERVICE AVAILABLE**

**TRADE ENQUIRIES WELCOME**

**IF NOT LISTED PLEASE PHONE**

## SHOP

**MACHINE SHACK 081 769 6401**

**10 MITCHAM LANE, STREATHAM, LONDON SW16 6NN**

# Jtari Jtack!

by Richard Monteiro

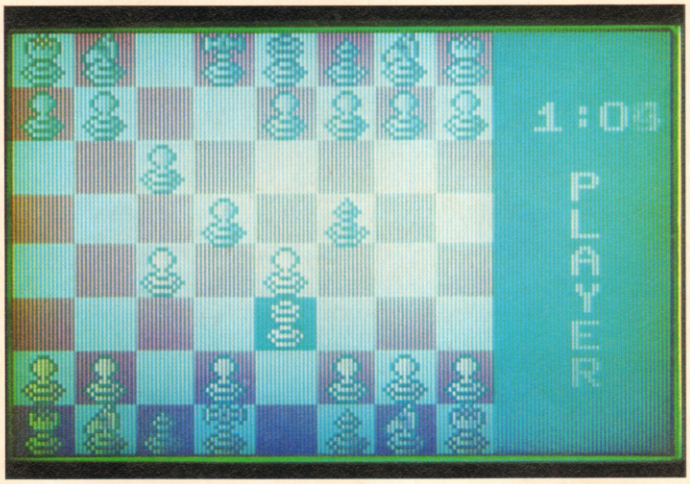
**There's a new Lynx in town and it costs and unbelievably low £79.99. Whaddya mean the Game Boy's ten quid cheaper? Do me a favour and cut your head off with a saber. Get real! The Lynx is where it's at.**

Let me clear up some confusion first. The Lynx is now available at three price points:

£129.99 – this pack boasts the Lynx, ComLynx, AC power adaptor and California Games cartridge.
£99.99 – released just a couple of months ago, this pack features the Lynx, ComLynx and AC power adaptor. There is no bundled game cartridge.
£79.99 – the all new pack containing just the Lynx.

While the price might have changed, the hardware and design hasn't. You still get the same Lynx that was launched over a year. The new style Lynx mentioned a couple of issues back is still only available in the States and is unlikely to make an appearance over here until Sega do something drastic with the Game Gear. By all accounts Virgin aren't going to have any quantities until at least September, so that's probably when you'll get to see the Lynx II for the first time.

The new price point of £79.99 makes the Lynx the best value hand held without a doubt. Compare it to the Nintendo Game Boy which, although £10 cheaper, only offers monochrome graphics, a slow processor and pitiful sound. Even the yet-to-be-released Sega Game Gear looks overpriced and underpowered compared to the Lynx.




The game can be viewed from 2-D and 3-D perspectives. While 3-D is very nice to look at, it's not the easiest to play as things get very scrunched at one end. Full marks to Telegames for presentation though.

## THE FIDELITY ULTIMATE CHESS CHALLENGE

Telegames/Atari ● £34.99 ● Lynx
When I first saw this I thought it was some new variation on that recent hit draughts. The eight by eight board was identical... however, when I took a closer look at the pieces I realised that this was a different game altogether. And what a corker it is too.

Each of the two players has 16 pieces: eight pawns, two castles (or rooks), two knights, two bishops, a king and a queen. I have to assume that the designs for these pieces are symbolic because neither the king or queen look anything like our reigning monarchs; although the king displays a certain likeness to that wooden quality that Prince Philip often shows.

The arrangement is thus: on the back row the far edges are taken up by the rooks, inside them are the knights, followed by the bishops and the king and queen. In front of that lot is a row of the eight pawns. This layout makes me wonder whether the game is based on a military battlefield; the theory fits in well with the strategy element that soon becomes apparent. This game shows definite potential.

Each of the pieces has its own set of moves (see box). Initially they are difficult to master, and this could put some off the game. However, a notepad with the moves written down and a lot of perseverance will soon have you enjoying it.

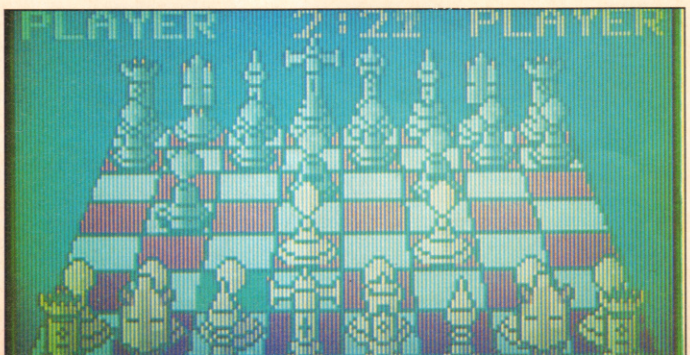
The object is to mount a campaign against your opponent and trap his king in the process. This no-win situation is known as a checkmate (sounds more like an over-familiar request for a bill in a cafe). You can use your pieces to capture your opponent's and thus make his king more vulnerable to attack. With 32 pieces on a 64 piece board, things can get pretty complex.

The strategy element soon shines through and it is easy to find yourself taking as much as three to four minutes on each of your moves.

Once you've got over the initial barrier of the complex rules it soon becomes very addictive. And the cursor control of the moves is as simple as it could be. However, if the rules were simplified a little it could easily have mass-market potential. Who knows, within a few years time it may well have created a big enough following to warrant a World Championship. Remember, you saw... now what is it, chess here first.

I think you all know where I'm coming from. Jibes aside, chess is a wonderful game and has been superbly implemented in *The Fidelity Ultimate Chess Challenge*. Being based on the latest most powerful chess playing technology from Fidelity, you're assured very competitive gameplay. For those that enjoy chess, this game is whole heartedly recommended.

**Julian Boardman**



# LYNX HACK SHACK

**Thanks for all those fabulous tips that have been flooding in. Keep it up; and remember the best tip each month will win the author a copy of the latest Lynx release. Don't forget to send your game tricks, tactics, complete solutions and maps to Atari Attack, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Here is but a small collection of the very best received this month.**

## Coming Soon

- *Blockout* from California Games is reputed to be very near completion. It's a one player game in which you must solve a 3-D construction puzzle. Think of *Welltris* (the 3-D follow up to *Tetris*) and you'll get the picture.
- *NFL Football* is another title which looks set to be released imminently. Up to four players can participate in this American football game licensed by the NFL. The game requires you to the Lynx both horizontally and vertically which is something of a first.
- *Tournament Cyberball 2072* is a Lynx adaptation of the Tengen coin-op. Up to four players can join in the foot-flinging, fist-flying, dirt-dragging version of American football played in the future by huge robots.
- *Scrapyard Dog* is an Atari one-player original in which Louie (whoever he might be) loses his dog to kidnappers. On collecting enough money you must walk through the worst part of town to deliver the dosh. Apparently the game is much like *Super Mario* in terms of playability.
- *Viking Child* the platform romp, which was reviewed in its 16-bit format in RAZE issue two, is being produced by UK developers Imagitec and looks set to be a cracker when it's released in the next few months.
- *Ninja Gaiden* – the Tecmo coin-op voted arcade game of the year in 1990 – is set to storm onto the Lynx next month. This one or two-player beat-'em-up is a real graphical feast and will be the first of its genre to hit the Lynx.
- *Turbo Sub* is another Atari original for one or two players. Aliens have infested Earth's oceans and its up to you to clear the water ways. Using a vehicle that can fly as well as dive to the ocean depths, you must take on all comers.
- *Krazy Ace Miniature Golf* is the second Telegames title due in the next month or so. Essentially it's a 3-D mini golf game with a course designer thrown in. A further two games are in development – *Destruction Derby* and *Puzzle* (both working titles) – and both are due for release this year.
- *Pac-Land, APB, Vindicators, Stun Runner, GeoDuel, World Class Soccer, Grid Runner, Toki, Rolling Thunder* and *Checkered Flag* are also due for release this year.

## KLAX

Not a lot of people this but if you get to a high level and the tiles come down unacceptably quickly simply reset the machine, choose easy mode and start from where you left off. The tiles will now fall at a very leisurely pace. Thank Glen Savory of Bilston in the West Midlands for that.

## CALIFORNIA GAMES

If you really hate birds as much as Matthew Rains in South Australia, why not go surfing on the bird which flies past near the end of your surfing session? All you have to do is achieve a pathetic score of around 500 to 700 points, wait until there are only a few seconds remaining and then leap to the right side of the screen. If you have enough speed, the right timing and a good deal of luck you should land on top of the bird and both of you will float gently off the screen. About as useful as a pin in a balloon factory. Also, in the surfing section lose two lives immediately, stay on the board while the counter ticks down and then steer the board off the bottom of the screen when the timer hits three to lose the last life. When the time runs out... well, see for yourself.

## MS PAC-MAN

A few months ago I printed a tip for giving you a speed-up. However, it proved a little tricky to implement. Here's a far simpler way of achieving the same result. Pause the game and then press the buttons option 1, A and Option 1 in sequence. Unpause the game and hit button B during the game to boost Ms Pac-Man's speed. To gain an extra five lives once per game pause the game and press the following buttons in sequence: Option 1, B, B, A, A, Option 1. Unpause the game to continue with five lives. It is best to do this trick when you've only got one life left.

## ZARLOR MERCENARY

Here's a stage by stage guide to beating the game courtesy of Paul Proctor of Chichester In Sussex:

Stage one (Cadmar Desert) – Select Landru with power shots. Use the level to amass as much money as possible. At the beginning of the level collect the laser and autofire/speed-up. Don't drop any megabombs and try not to lose a life. To beat the mothership fly in circles around it using the laser to blast the panels off it. In the shop at the end buy side shooters, wing cannons and megabombs.

Stage two (Mesort Swamp) – this is actually the hardest level. Make sure you pick up the super shield and health globes. As soon as the mothership appears drop two megabombs to destroy it. In the shop buy one wing cannon, one sideshooter and as many megabombs as possible.

Stage three (Docrit Sea) – stay to the right of the screen for the entire level; this protects you from the alien trains that race down the screen. Shoot all stationary ships to get maximum cash. At the end of this level there are three motherships. To destroy them, sit on the hole in the centre and pound the fire buttons as the enemies appear. Between each level is a health globe which you must pick up. If you loose a life replace it in the shop and buy as many megabombs as possible.

Stage four (Sedimor Domes) – on this level there are loads of megabombs; pick them up. To kill the mothership drop five megabombs. At the shop buy a life and as many megabombs as you can afford.

Stage five (Mardic Ice) – pick up all the globes. There are three huge snow mobiles at the end of the level. Wait until you can see all of the first one and drop five or six megabombs. The other two will die in the process. Buy lives until you have six in total and spend the rest on megabombs.

Stage six (Cedamite City) – dodge enemy fire and don't drop any megabombs until you see the mothership. Drop all your megabombs to complete the level and the game. Phew!

## ROADBLASTERS

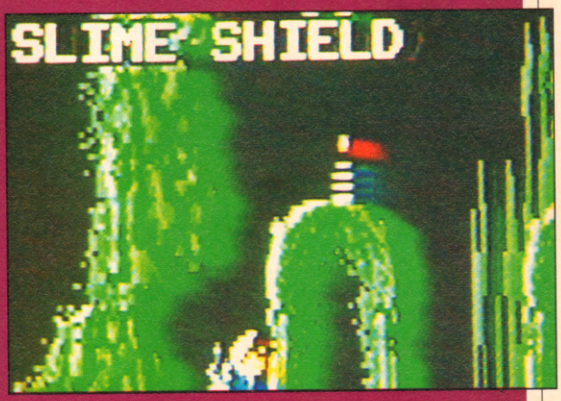
Ensure your multiplier is up to the maximum 10 and then crash into one of the cannons that appear on the sides of the road. When you get to the end of the level you will be awarded 20,000 bonus points. Incidentally, this hidden trick also works on the coin-op version.

## RAMPAGE

During a multiplayer game it's possible for you to pick up an explosive and prevent it going off by looking upwards. You can throw the explosive down and then, when you want it to go off, look downwards.

## SLIMEWORLD

Enter the summary section of Slimeworld (you can do this by pressing A or B, moving the joy-pad up button until the summary screen appears, and then pressing A or B) and keep pressing up until you get to the screen telling you what happens when you get slimed. Press Option 1 when you get to this stage to enter a zit popping section game. A green zit appears on screen which grows when you hit button A or B. The idea is to make the zit so large that it bursts. If you do nothing the zit shrinks. A two player comlynx version is also available. The idea in this instance is to make your zit grow will reducing the size of your opponents.




**LYNX TOP TEN (UK)**
Chart supplied courtesy of Silica Shop

| | |
|---|---|
| 1 | Road Blasters |
| 2 | Paper Boy |
| 3 | Robo Squash |
| 4 | Zalor Mercenary |
| 5 | Klax |
| 6 | Blue Lightning |
| 7 | Gauntlet |
| 8 | Gates Of Zendocon |
| 9 | Electro Cop |
| 10 | Slime World |

ADVERTISEMENT

# 3 WAYS TO WIN

## WIN THIS HOT ENDURO RACER ARCADE GAME!

*NOW YOU CAN EXPERIENCE THE THRILL AND EXCITEMENT OF HIGH SPEED OFF ROAD ACTION!*

*THE ENDURO RACER SIMULATOR ARCADE GAME IS THE CLOSEST YOU CAN GET TO THE REAL THING!*

*FLY OVER JUMPS, POWER AROUND THE BERMS . . . IN A DARING BID TO WIN THE RACE!*

TO GET YOUR HANDS ON THE BARS CALL . . .

**0898 224872**

## WIN THIS AWESOME QUAD

*YOU COULD WIN THIS SUZUKI LT50J JUNIOR QUAD! IT HAS A 50cc PETROL ENGINE AND CAN BE RIDDEN BY ANY CHILD OVER THE AGE OF FIVE! CALL . . .*

**0898 224873**

## WIN A SUZUKI 50cc JUNIOR MOTORBIKE

CALL **0898 224874**

CALLS COST 33p (CHEAP RATE) AND 44p (AT ALL OTHER TIMES) PER MINUTE INC. VAT.
FOR DETAILS OF WINNERS SEND AN SAE TO PEPPERONI LTD., PO BOX 1640, LONDON NW1 8NG.
PLEASE ASK YOUR PARENTS' PERMISSION BEFORE YOU CALL AS THE AVERAGE CALL LENGTH IS 5.5 MINUTES.

# preview INDEX

## Consoles


| | | |
|---|---|---|
| ATARI 7800 | Basket Brawl | 50 |
| | Motor Psycho | 50 |
| ATARI LYNX | Warbirds | 48 |
| GAME BOY | Chase HQ | 64 |
| | Duck Tales | 64 |
| MASTER SYSTEM | Dick Tracy | 46 |
| | Gain Ground | 35 |
| | Submarine Attack | 26 |
| MEGA DRIVE | Dick Tracy | 46 |
| | Gain Ground | 34 |
| | James Pond | 54 |
| | Megapanel | 64 |
| | Strider | 24 |
| NES | Ivan "Ironman" Stuart's Super Off Road | 30 |
| PC ENGINE | Parasol Stars | 64 |
| | Young Master | 65 |
| | Zero 4 Champ | 64 |
| SUPER FAMICOM | Big Run | 62 |


## 16-Bit


| | | |
|---|---|---|
| AMIGA | Bandit Kings Of Ancient China | 44 |
| | Brat | 40 |
| | Cybercon III | 64 |
| | Eye of the Beholder | 38 |
| | Killing Cloud | 52 |
| | Nam | 56 |
| | Supercars II | 42 |
| | SWIV | 58 |
| ATARI ST | Brat | 40 |
| | Cybercon III | 64 |
| | Killing Cloud | 52 |
| | Nam | 56 |
| | Supercars II | 42 |
| | SWIV | 58 |
| IBM PC | Cybercon III | 64 |
| | Eye of the Beholder | 38 |
| | Killing Cloud | 52 |
| | Nam | 56 |

## THE BIGGEST NAMES!


**CHUCK ROCK .....28**
Ugh, dudes, meet the Stone Age persona prehistorica of rock and rolla!

**DICK TRACY.....46**
"We need the case closed by 5.30, Tracy." "Naff off, I'm after Madonna!"

**JAMES POND.....54**
"I say, Pond, get here on the bubble." "Can't do, M, I too am after Madonna!"


## THE BIGGEST GAMES!


**EYE OF THE BEHOLDER .....38**
Smash and pillage your way through SSI's huge roleplaying adventure.

**SUPERCARS II .....42**
Go great guns in Gremlin's gravel grater and become guru of the gear.

**THE KILLING CLOUD.....52**
Black Angels are trashing the city and you're the one person to stop them.

RAVE

# STRIDER

*It's official. The corking Capcom coin-op careers onto console. Julian Boardman pulls on his Australian trousers and steps forth*

Apparently, the late 20th century saw the world coming to realise that all the money being spent on destruction could just as easily be spent on helping everyone else out. Why it took them so long will remain a mystery to everyone on the planet. However, everything in the garden was fairly happy, till a few years later when reports starting coming in of a series of red lights disappearing behind a mountain in the eastern European nation of Kazafu. Just three days later, the capital city was laid to waste, with the few survivors telling of three monstrous creatures who strode through the city, smashing all in their path.

The creatures continued their march across the entire European continent at the bidding of their master, Meio. Meio, it seems, was into a bit of world domination, and from his Third Moon spacestation set high above Earth, Meio had orchestrated the destruction of five entire continents. The world was within Meio's grasp.

News reports began filtering through to the South Seas island of Moralos, the training area for Striders, the last defenders of justice on the earth. Being such protectors of the human cause, and all-round tough guys, it doesn't need 20 or 30 Striders for this job; just one will do. But the job is a bit tough so the most experienced, A-Class Strider has been chosen for the mission. Hiryu – you – must first track down the rampaging creatures and then travel to the Third Moon and wipe out Meio once and for all.

Our cartwheeling hero has a

The status bar at the top keeps you informed of the what, where and why of each stage. Starting from the left, we have the highest score, with your score beneath it and the number of lives indicated just to the right of that. The time indicator shows how long the player has to complete that particular part of the stage. If you fail to complete it in time then you lose a life and have to start that section of the stage again. Finally, there are the energy bars at the far right. There can be as many as five but you only start with three; every time you take a hit one bar goes dark, once all of them go dark you die. They will occasionally change colour if you pick up a robot (see Robotic Acrobatics).

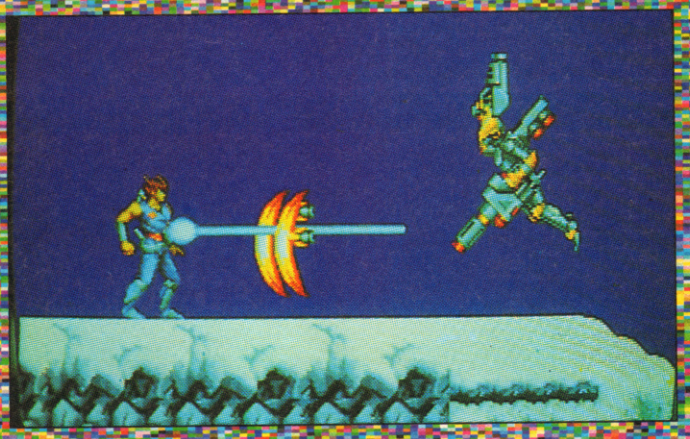
## ROBOTIC ACROBATICS

**By picking up some of the icons that litter your path, you can enliven a range of helpful robots. Each has their own special ability which can be used to aid your progress.**

***Dipodal saucer*** **– When you take this item, one of the coloured blocks in Hiryu's life gauge turns red. As Hiryu swings his plasma sword, the robot fires his little laser bolts in the same direction. While Hiryu is moving, the robot follows him, charging into and destroying enemies. If the red block loses its colour (after Hiryu has been hit) the robot disappears.**

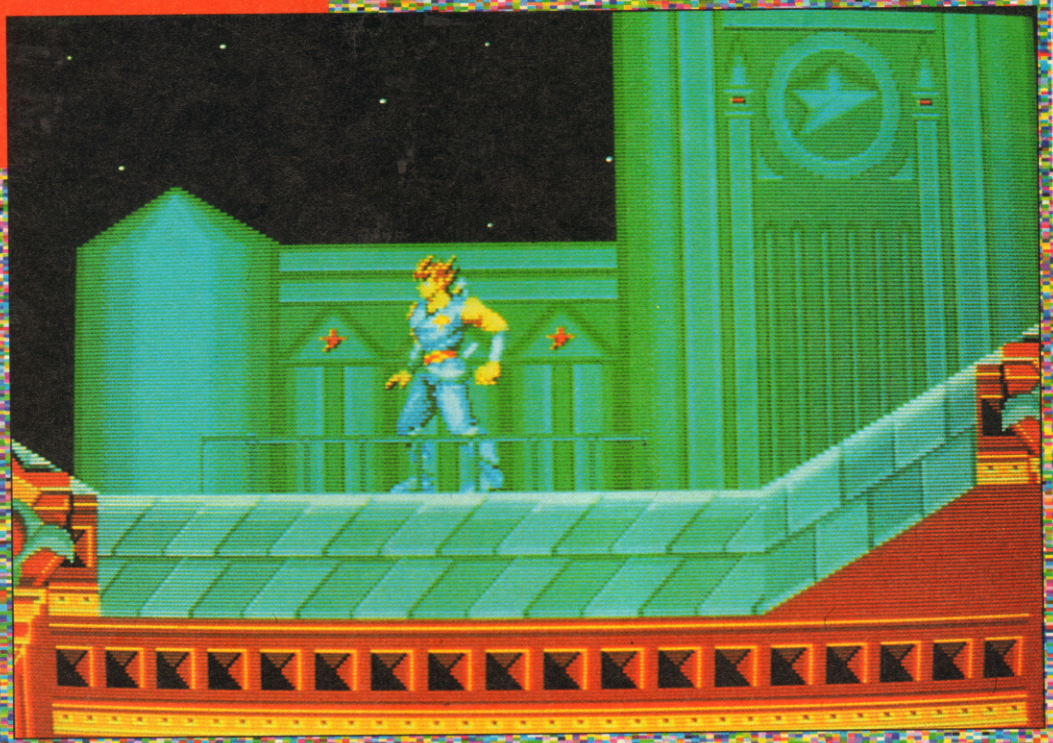
***Terapodal Robo-Panther*** **– This item only appears after two of the coloured blocks turn red. The Dipodal Saucers disappear and the red blocks turn yellow. The Robo-Panther can help Hiryu for a limited time only. When this time has expired, the saucers reappear in place of the Panther. As Hiryu is injured then the yellow blocks will turn red, then dark. If the blocks turn dark, Hiryu loses his fighting companion.**

***Hawk Robot*** **– This is a special robot that does severe damage to enemies, even though it doesn't move around much! When this symbol appears, the Hawk Robot is ready to help you. It circles in the air above you, and any enemy it comes in contact with is severely wounded.**



"Wow, what a ride!" Hiryu discovers that fairground rides like this beat anything that Sega have got. Later on in level two you get to meet some Russian soldiers and some strange revolving platforms. Take care when jumping because some platforms have spikes on the bottom of them (not conducive to a long-lasting life).

Hiryu gets to fight the biggest gorilla that Sigourney Weaver's ever seen (and she's seen a few, I can tell you). But this guy isn't even at the *end* of a level, in fact he's only a third of the way through the second stage.



## STRIDER II TOO

**The computer versions of *Strider* were released through US Gold over a year ago. Indeed, a sequel – *Strider II* – has already appeared on the 16-bits. We reviewed it in issue three, giving it a creditable 87%. The mission for our young Strider in his second adventure is to rescue a female world leader who has fallen into the hands of a bunch of terrorists.**

**Meanwhile, you can get hold of the original *Strider* on Capcom's Platinum compilation, along with the classics *Forgotten Worlds*, *Black Tiger* and *Ghouls 'n' Ghosts*, for just £24.99.**

appear in Ballog, the name of Meio's massive flying fortress. Travel through here is not easy, but you will eventually reach the last main stage in the Amazon jungle. Once you've hacked and slashed your way through the undergrowth, you jump on the nearest transporter and re-materialize on the Third Moon base. It is here that you will encounter the toughest opposition yet, not only from Meio's minions but also from the big guy himself.

It's a real shame that only the last stage presents any real opposition to your progress; the previous four levels just need a good memory and a fast fire finger (and the three continues help, of course). Mind you, the graphics and sound are out of this world, and make the game worthy of purchase on those merits alone.

plasma sword as his only weapon, but somehow Strider Command has managed to infiltrate enemy territory and placed robots at strategic points to help him.

The first level takes you through the ruins of Kazafu, trying to get on the trail of Meio's troublesome trio. From there you are taken north to Siberia, where you'll meet some wolves and a mechanical gorilla called Mecha Pod. After passing through these icy surroundings, you

MEGA DRIVE

GRAPHICS **94%**
✓ Arcade-quality sprites and backdrops.
✓ Wide range of aliens.

SOUND **87%**
✓ 77 sensational sound effects.
✓ Sinister, atmospheric music.

PLAYABILITY **89%**
✗ Not enough levels...
✓ But what's there is highly addictive..

SEGA
£34.99 ● OUT NOW

**91%**

# SUBMARINE ATTACK

*Power-ups are absolutely essential to finishing this game. Your sub is pretty slow and unmanageable at the start so speed is of the essence; intense firepower and good health will also be needed (see We've got the Power).*

*Being a bit aquaphobic, Les Ellis wasn't too eager to play at being Captain Nemo – his fears were justified*

Hear about the Iraqi submarine? It sank. How do you sink an Iraqi submarine? Knock on the door when it's submerged. Hear about the Iraqi football team? They flooded the pitch to bring on the sub.

Okay, okay. Enough! No more submarine jokes, I promise. Back to the game...

You never realise how lucky we are in Britain till you read some of these game scenarios. For instance, just four years ago, the tiny island nation of Balderia was under attack from a horrific monster called the Meta-creature. Luckily for the inhabitants, a brave young navy captain by the name of Mikan, devised a cunning plan to lure the creature into a cave and trap him for ever.

For the past four years, the small, peace-loving island community has been hard at work trying to rebuild their lives after the chaos and destruction of the Meta-creature's rampage. Recently, though, there have been unexplained reports of fishing boats not returning from their trips and planes mysteriously disappearing off the radar (cue Twilight Zone music). But there are a few people who have seen all this before. The Meta-creature has returned! Now an Admiral, Mikan volunteers to lead a crew of men into the underwater caves and caverns beneath the island of Balderia. However, it seems the evil human element of the world has sought out the Meta-creature and built many protective defences around it. The bad guys hope to use the Meta-creature as a bargaining tool for their planned world domination.

*Submarine Attack* is, to put it simply, *R-Type* underwater. This would be great if it was as attractive and contained as much content as the super Sega version of *R-Type*, but it doesn't. In fact the longevity of the product is shortened even more by the pointless addition of *unlimited* continues. People who play shoot-'em-ups as frustrating as this won't be able to help themselves from continuing and finishing the game on the first go.

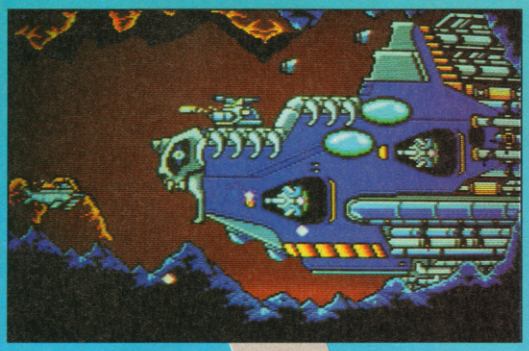
## WE'VE GOT THE POWER

A – Makes your shots more powerful.

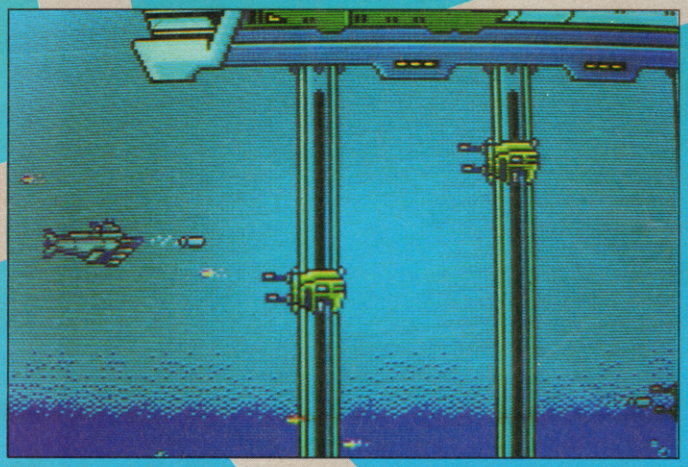
H – Restores your sub's condition.

S – Makes your sub faster.

? – Appears after you've blasted 100 nasties and gives you an extra life.



*Use your torpedoes to blast the underwater enemy vessels, and use your missiles to take out enemy helicopters, missiles, depth charges and anything else you can hit with them.*



## THE (UNDERWATER) WORLD'S A STAGE

STAGE 1 – The initial attack happens just after leaving your base.

STAGE 2 – Travel under volcanic islands, both dead and active.

STAGE 3 – The space starts to narrow in this underwater cavern.

STAGE 4 – Travel through the lost city and face one of the toughest big guys.

STAGE 5 – Travel down a corridor facing fire from all sides.

STAGE 6 – The Meta-creature's chamber; victory here means peace for Balderia.

*"We all live in a yellow submarine, a yellow submarine, a yellow submarine..." Okay, so the sub isn't yellow and there's no-one living in it, but can you think of any other submarine songs?*

**MASTER SYSTEM**

GRAPHICS **69%**
✗ Very small enemy sprites.
✓ Detailed backdrops; smooth scrolling.

SOUND **62%**
✗ Squeaky music plays throughout.
✗ Poor blasting effects.

PLAYABILITY **68%**
✗ Limited lasting appeal; no challenge.
✓ Fast and playable.

SEGA
£29.99 ● OUT NOW

**67%**



An Iraqi submarine crew abandoned ship because they thought they were sinking!

# WHIZZ-KID GAMES

# 0622 766010
## MAIL ORDER HOTLINE

**MEGADRIVE STOCK CLEARANCE**
HUNDREDS OF GAMES AT REDUCED PRICES

BASKETBALL
GAIN GROUND
RASTAN SAGA
DJ BOY
CRACKDOWN
ESWAT
FATMAN
HARD DRIVIN'
AXIS FZ
ATOMIC ROBOKID
DYNAMITE DUKE
MOONWALKER

ANY OF THE ABOVE NEW JAPANESE GAMES ONLY £25.00 EACH

ANY THREE OF THE ABOVE NEW JAPANESE GAMES ONLY £60.00

WE WANT YOUR OLD GAMES PHONE FOR OUR PART EXCHANGE PRICE LIST

WHOLESALE, MAILORDER, RETAIL AND USED GAMES

UNIT 9, MID KENT SHOPPING CENTRE, ALLINGTON, MAIDSTONE, KENT, ME16 OXX. 0622 766010

22 STATION SQUARE PETTS WOOD KENT 0689 827816

90 HIGH STREET SIDCUP KENT 081 300 0990

166 HIGH STREET BECKENHAM KENT 081 650 1205

### GAMEBOY

TOP 10

| | | |
|---|---|---|
| 1 | ROBOCOP | 25.00 |
| 2 | GREMLINS II | 25.00 |
| 3 | GHOSTBUSTERS II | 25.00 |
| 4 | CHASE HQ | 25.00 |
| 5 | PIPEDREAM | 25.00 |
| 6 | DUCK TALES | 25.00 |
| 7 | CHESSMASTER | 25.00 |
| 8 | FINAL FANTASY | 30.00 |
| 9 | POWER RACER | 25.00 |
| 10 | ISHIDO | 25.00 |

NEW GAMES

| | |
|---|---|
| BATTLE BULL | 25.00 |
| BEETLEJUICE | 25.00 |
| BUGS BUNNY II | 25.00 |
| BURDAI DELUXE | 25.00 |
| CURTIS STRANGE GOLF | 25.00 |
| HARMONY | 25.00 |
| KUNG FU MASTERS | 25.00 |
| MEGA MAN | 25.00 |
| OPERATION C | 25.00 |
| POWER MISSION | 25.00 |
| R-TYPE | 25.00 |

USED GAMES

| TITLE | NEW | USED |
|---|---|---|
| BATMAN | 25.00 | 18.00 |
| DOUBLE DRAGON | 20.00 | 15.00 |
| BUGS BUNNY | 25.00 | 18.00 |
| BASES LOADED | 25.00 | 18.00 |
| TENNIS | 20.00 | 15.00 |
| GOLF | 20.00 | 15.00 |

### SEGA SYSTEM

TOP 5

| | | |
|---|---|---|
| 1 | MICKY MOUSE | 29.95 |
| 2 | GAUNTLET | 29.95 |
| 3 | INDIANA JONES | 29.95 |
| 4 | SHINOBI WORLD | 29.95 |
| 5 | SUPER MONACO | 29.95 |

NEW GAMES

| | |
|---|---|
| IMPOSSIBLE MISSION | 29.95 |
| PAPERBOY | 29.95 |
| JUNGLE FIGHTER | 29.95 |
| SUBMARINE ATTACK | 29.95 |

USED GAMES

| TITLE | NEW | USED |
|---|---|---|
| AFTERBURNER | 29.95 | 14.00 |
| CALIFRNIA GAMES | 29.95 | 19.00 |
| DOUBLE DRAGON | 29.95 | 19.00 |
| OUT RUN | 29.95 | 19.00 |
| AERIAL ASSAULT | 29.95 | 22.00 |
| TIME SOLDIERS | 29.95 | 19.00 |
| VIGILANTE | 29.95 | 19.00 |

MEGADRIVE+ GAME £159
GAME GEAR + GAME £119

GAMEBOY - £69.95
CARRY CASE - £15.00
LIGHT BOY - £20.00
ILLUMINATOR - £15.00

### MEGADRIVE

TOP 10

| | | |
|---|---|---|
| 1 | MICKEY MOUSE | 35.00 |
| 2 | DICK TRACY | 35.00 |
| 3 | AEROBLASTER | 35.00 |
| 4 | TIGER HELI | 35.00 |
| 5 | SHADOW DANCER | 35.00 |
| 6 | RINGSIDE ANGEL | 35.00 |
| 7 | WONDERBOY III | 35.00 |
| 8 | STRIDER | 40.00 |
| 9 | JOHN MADDEN | 40.00 |
| 10 | SUPER MONACO | 35.00 |

NEW GAMES

| | |
|---|---|
| MIDNIGHT RESISTANCE | 35.00 |
| SWORD OF SODAN | 35.00 |
| MUSHA ALESTE | 35.00 |
| KA KE GI | 35.00 |
| WRESTLE BALL | 35.00 |
| SONIC THE HEDGEHOG | 35.00 |
| GAIRIES | 45.00 |
| AMBITION OF CEASER | 45.00 |
| GYNOUG | 35.00 |
| VOLFIED | 35.00 |

USED GAMES

| TITLE | NEW | USED |
|---|---|---|
| RINGSIDE ANGELS | 35.00 | 26.00 |
| BATTLE SQUADRON | 40.00 | 30.00 |
| HELLFIRE | 35.00 | 26.00 |
| GHOSTBUSTERS | 35.00 | 26.00 |
| THUNDERFORCE III | 40.00 | 26.00 |
| GOLDEN AXE | 35.00 | 26.00 |
| BATMAN | 40.00 | 30.00 |
| SUPER HANG ON | 35.00 | 23.00 |
| GHOST 'N' GHOULS | 45.00 | 29.00 |
| POPULOUS | 40.00 | 26.00 |
| RAMBO III | 30.00 | 22.00 |
| FIRE SHARK | 35.00 | 26.00 |
| BUDOKAN | 40.00 | 26.00 |
| AFTERBURNER II | 35.00 | 26.00 |
| THUNDERBLADE | 35.00 | 23.00 |
| CYBERBALL | 35.00 | 23.00 |

PC ENGINE HANDHELD £299
INC GAME
LARGE SELECTION OF NEW AND USED PC GAMES

### NINTENDO

TOP 10

| | | |
|---|---|---|
| 1 | MEGA MAN II | 39.95 |
| 2 | SNAKE RATTLE ROLL | 24.95 |
| 3 | WORLD WRESTLING | 34.95 |
| 4 | BLACK MANTA | 29.95 |
| 5 | SOLAR JETMAN | 29.95 |
| 6 | SUPER OFF ROAD | 24.95 |
| 7 | BAYOU BILLY | 34.95 |
| 8 | PROBOTECTOR | 29.95 |
| 9 | GHOSTBUSTERS II | 34.95 |
| 10 | SUPER MARIO II | 39.95 |

NEW GAMES

| | |
|---|---|
| STEALTH ATF | 29.99 |
| PINBOT | 29.95 |
| PAPERBOY | 19.95 |
| FAXANADU | 29.95 |

SUPER FAMICOM + 2 GAMES £299
GRADIUS
FINAL FIGHT
PILOT WINGS
ACTERISER
MARIO WORLD
F-ZERO
TOP GOLF
POPULOUS
BIG RUN
ALL TITLES £45.00

NEW USA ATARI LYNX + UK PSU ONLY £89.00

### GAME GEAR

| | |
|---|---|
| COLUMNS | 30.00 |
| G-LOC | 30.00 |
| PENCO | 30.00 |
| SUPER MONACO | 30.00 |
| WONDERBOY | 30.00 |
| PSYCHIC WORLD | 30.00 |

**VISIT OUR NEW VIDEO GAME WAREHOUSE**

UNIT 9
MID KENT
SHOPPING CENTRE
ALLINGTON
MAIDSTONE
KENT
ME16 OXX

3 SALES LINES
▪
COMPUTERISED ORDERING SYSTEM
▪
5000 GAMES IN STOCK
▪
FREE PARKING
▪
2 MIN FROM M20 JUNCTION 5

THOUSANDS OF NEW AND USED GAMES IN STOCK

WHIZZ-KID GAMES,
UNIT 9, MID KENT
SHOPPING CENTRE,
ALLINGTON, MAIDSTONE
KENT, ME16 OXX

PLEASE ADD TO ALL ORDERS P&P £1 PER GAME, £5 CONSOLES

FAST DELIVERY
PERSONAL CALLERS
WELCOME.

NAME _____
ADDR _____
_____
_____
TEL _____
C/CARD NO | | | | | | | | | | | | | | | | |
EXP DATE __/__/__

ALL CHEQUES MUST BE SUPPLIED WITH CHEQUE CARD NUMBER

| GAME | MACHINE | PRICE |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | CARRIAGE | |
| CHEQUE ☐ | TOTAL | |
| ACCESS/VISA ☐ | | |

Please note that due to a 2 month lead time in placing this advertisment our used prices may be different. - All games subject to availability.

# chuck rock

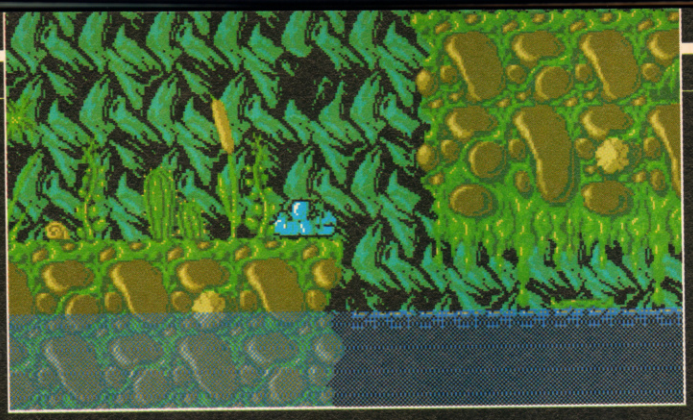
*Bearing more than a passing resemblance to Fred Flintstone, Julian Boardman stepped back in time (and met Kylie!)*

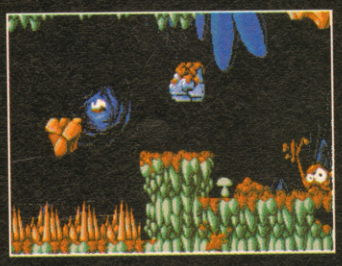
Without sounding sexist, these cavemen really had it sussed. They found a woman who was happy to do all the chores, erm, well she did all the chores around the house, and then at the end of a day's boar hunting the man dragged her by the hair into the bed chamber for a good bonk.

Lordy Lordy all the dinosaurs have died. It's the final level and Chuck is *this* close to getting his wife back from the dastardly Gary Gritter.

The impressively chinned hero is about to club a closed clam with a cliff. Well I lied about the cliff, but you have to get those alliterations in somehow.

Q: Why were the mammoths the last animals to leave the Ark?





Level three takes place above and below water, giving Chuck the chance to go blue in the face while fighting off hordes of giant jellyfish.

Chuck still loves her. This is brought home to us by the very fact that he decides to go on a mammoth (geddit?) quest to find his wife after she is kidnapped by Gary Gritter.

Gritter has abducted the beautiful Ophelia Rock because his tasks, so they fight hard to get her back. Or starve.

On finding that his wife has gone missing whilst hanging out the washing, Chuck immediately sets out to find his dearly beloved. Forgetting that wash-day is always a bit colder on the flesh than other days of the week, Chuck Rock runs straight out of the back door without any clothes on. Amid much blushing and hand movement, the burly caveman jumps behind a bush and covers himself with a few leaves.

Now I'm not saying that it is right or proper, but you knew where you stood.

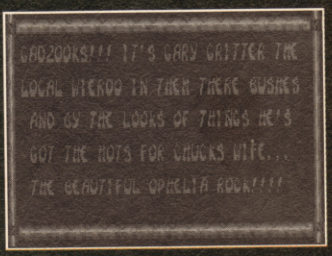
Chuck Rock is one of the old breed. Despite the fact he treats his wife like a toilet seat and sits around all day drinking lager, the obelisks and take out any creature they hit, or place them correctly, and use them to climb to a ledge that would otherwise be inaccessible. But wait, there's more. Because he carries the rocks on his head, Chuck can use them as a shield to prevent him being hit by objects dropped from above. Ingenious.

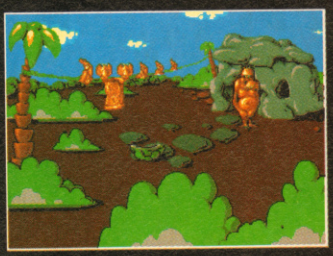
Over five levels, taking you halfway around the world, old Chuck has to be guided through what could easily become something of a cult game. The idiosyncratic gameplay and a host of chuckle-worthy features ensure that *Chuck Rock* will at least stand out from the crowd. Although Core Design do admit that the platform genre has now been done to death, and they promise *Chuck Rock* will be their last platform game – and what a way to go out!

## COR! IT'S CORE

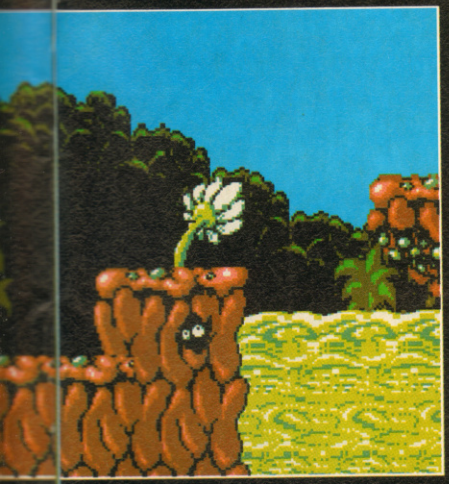
**Before they went independent in 1990, Core Design had a wealth of top games behind them.**

Rick Dangerous (Firebird)
Action Fighter (Firebird)
Dynamite Dux (Activision)
Switchblade (Gremlin)
Axel's Magic Hammer (Gremlin)
Impossamole (Gremlin)
Rick Dangerous II (Firebird)
Corporation (Core)
Torvak the Warrior (Core)
Carv Up (Core)
Chuck Rock (Core)





The six screens here help set the scene for the game in the manner of a comic strip more than that of a cartoon. Although not essential to the game, the sequence makes *Chuck Rock* that little bit better value for money.



unrequited love can be held back no longer. Having said that, nicking his wife isn't really the most sane thing that you can do to a caveman. They are hardly adept at even the most menial of culinary

So once you've got past the scene-setting opening intro screens, Chuck is thrust into a hostile world of prehistoric creatures, with only a lethal beer gut to fend off any unwanted approaches. This beer gut of his, in a fashion after the school of Les Dawson, does what Doug McClure and every other Actor That Time Forgot could only manage with a pit full of tar and an warped harpoon.

Not only that, he can perform a flying kick and lives up to his name, yes, Chuck Rock chucks rocks. He can use this talent to lob

**ATARI ST** CORE DESIGN £24.99 ● OUT NOW

**AMIGA**

GRAPHICS 85%
✓ Super-smooth two-level backgrounds.
✓ Chuck is an outrageous guy.

SOUND 83%
✗ Opens with a dodgy metal number.
✓ Screams and yelps keep you giggling.

PLAYABILITY 86%
✓ Typically infuriating and addictive.
✓ Five large levels with mild puzzles.

CORE DESIGN £24.99 ● OUT NOW 85%



A: Because they had to pack their trunks!

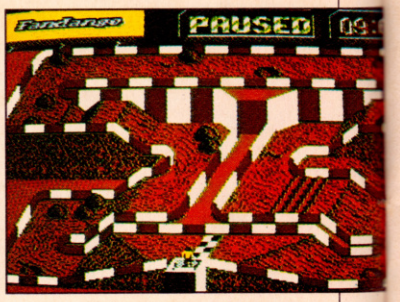
# IVAN "IRONMAN" STEWART'S SUPER OFF-ROAD

*Les "Paperman" Ellis gets his thumb out and grabs a lift with some guy called Ivan (very dubious)*

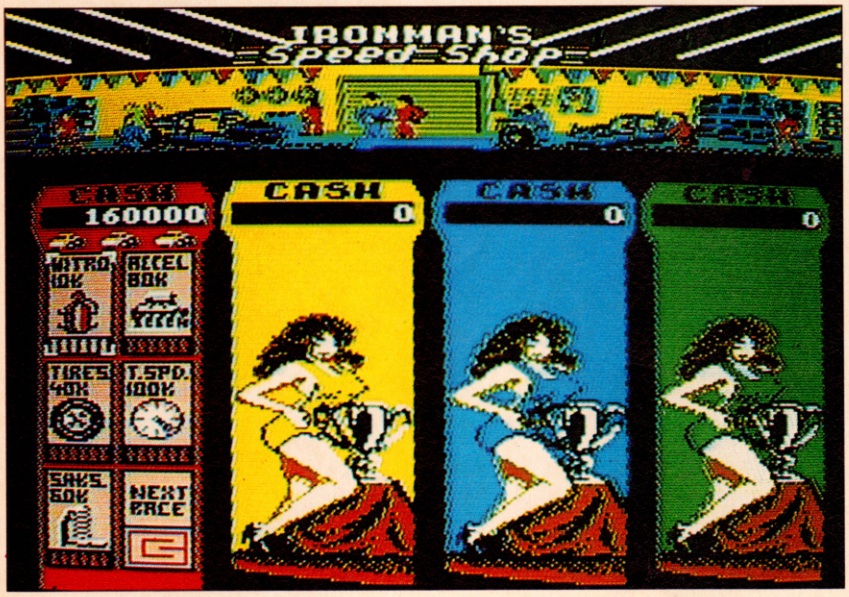
Let's face it, the way I drive means that on most racing games I end up off the road anyway. It seems that Ivan Stewart must have had a similar experience in real life and that's why he ended up in the 4x4 monster truck racing class. And even though, as Ironman himself admits, you don't get mud in your face, *Super Off-Road* does convey the competitiveness of the American sport. This is helped by the compatibility with any of the four-player adaptors on the NES; your only problem being getting hold of extra joypads. If you haven't got enough players to fill the driver's seats of the four trucks, any empty ones will be computer-controlled by Ironman and his pals.

Off-road truck racing is very simple. The race is run over four laps, with any human players finishing ahead of the top computer player qualifying for the next round. If you fail to beat the computer trucks, you will forfeit a credit, of which you have three. At the end of a race you can spend your winnings (and any money you picked up on the track) on new tyres, suspension, nitros etc. Nitros are the most important as they give you a much-needed burst of speed when trailing behind the computer trucks.

The tracks are a lot bigger and tougher than any of the 16-bit versions of the game so don't expect an easy ride. The only problem is that the responsiveness of the trucks is very poor. This is not helped by the snail's pace at which your truck starts. Good, but not as addictive as *Super Sprint*.




The winner gets all the spoils. Les Ellis, a true Ironman, shows his winning potential on and off the track. This screen shows your final position plus the financial rewards for completing the race.




Enter Ironman's speed shop and spend all that hard-earned cash. From top-left: nitros ($10,000) boost your speed for a short time; acceleration ($80,000) helps you recover quicker; tyres ($40,000) help steering; top speed ($100,000) makes your truck marginally faster, and shocks ($60,000) keep you on the ground. Each of these can be built up to six levels, except for nitros of which you can have 99.

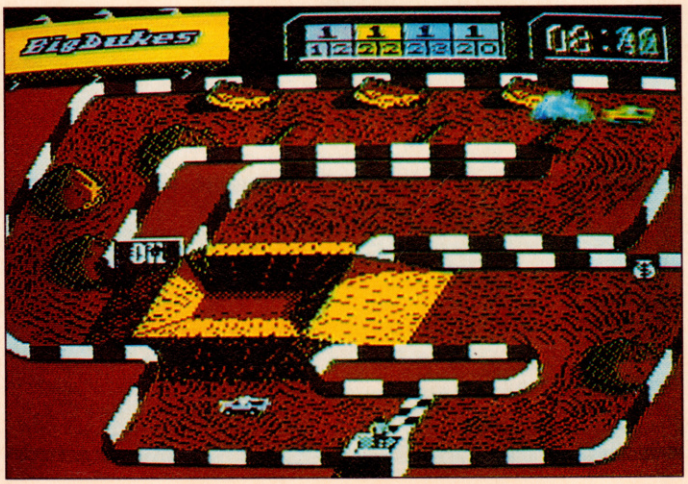
**IBM PC** VIRGIN £24.99 ● OUT NOW

**ATARI ST** VIRGIN £24.99 ● OUT NOW

**AMIGA** VIRGIN £24.99 ● REVIEW #3

## BECOME AN IRONMAN

- ★ Make sure you don't get caught up in the starting traffic.
- ★ Always top up your nitros.
- ★ Use your nitros at the top of ramps for extra speed.
- ★ Use the first 14 tracks to power up your truck, then it's onto the Champions' Tournament.
- ★ Avoid collisions with traffic or barriers at all costs.




Track one is the Fandango. Although here the starter seems a bit confused over where all the trucks have gone. Have they been kidnapped by aliens, or do they all vanish when you pause the game?

**NES**

GRAPHICS **77%**
✗ Between race screens are overly blocky.
✓ Huge, detailed tracks.

SOUND **76%**
✗ Just the odd puff and smash for FX.
✓ Hill-billy soundtrack for each track.

PLAYABILITY **79%**
✓ Fiendishly addictive, but too easy.
✓ Great fun for four players.

TRADEWEST £24.99 ● OUT NOW **77%**



The first royal motorist was the Sultan of Turkey in 1888.

# PC Engine SUPPLIES

(MAIL ORDER)

**PC Engine Supplies**
**223B Waterloo Road**
**Cobridge S-O-T**
**Staffs ST6 2HS**
**(Registered Office)**

(SHOP & MAIL ORDER)

**Console Concepts**
**The Vilage**
**Newcastle-U-Lyme**
**Staffs ST5 1QB**

**Telephone 0782 712 759 (9.00am TO 6.30pm)** **0782 213993 (6.00pm to 7.30pm) (Orders only)**

All enquiries daytime number only. Trade enquiries welcome.
Access and Visa now accepted VAT No. 536 8202 45. Fax No. 0782 208429

## NINTENDO GAMEBOY

***NINTENDO GAMEBOY JAPANESE CARTRIDGES ALL £20 & P+P***

NINJA TURTLES
BATMAN
DOUBLE DRAGON
CHASE HQ
GREMLINS II
HEAD ON
KARATE BOY
BOULDERDASH
1 MAN AND HIS BLOB
PACMAN
DUCK TALES
CONTRA II
F1 SPIRIT
FINAL REVERSE
NEMESIS
ALLEYWAY
PINBALL PARTY
SPACE INVADERS
PENGUIN WARS
PENGUIN LAND
R TYPE
TETRIS
NAVY BLUE 90
BLODIA
CASMIC TANK
PIPE DREAM
PC FROG
LUNAR LANDER
AFTERBURST

***ALL USA CARTS BELOW £25.00 & P+P***

NINJA TURTLES
BATMAN
DOUBLE DRAGON
FINAL FANTASY
ROBOCOP
CHASE HQ
GHOSTBUSTERS II
POWER CHASE
PAPERBOY
SKATE OR DIE
R TYPE
KUNG FU MASTER
DRAGONS LAIR

**NINTENDO SUPER FAMICOM INCS:-**
SUPER FAMICOM (TV OR SCART, 2 JOYPADS, ANY 2 GAMES FREE! £290.00 & £6 P+P

## SUPER FAMICOM JAPANESE CARTS

***ALL BELOW £40 & P+P***

SUPER MARIOWORLD
F-ZERO
FINAL FIGHT
GRADIUS III
PILOT WINGS
POPULOUR
SUPER DEFORMER
BOMBOOZAL
ACTRAISER (UK INSTRUCTIONS)

***CALL FOR BEST PRICE FOR TITLES BELOW:-***

SIM CITY
GHOULS AND GHOSTS
POWERMONGER
HOLE IN 1 GOLF
KICK OFF II
BIG RUN
R TYPEII
ULTRA MAN
SUPER DARIUS

## PC ENGINE

***JAPANESE CARTS ALL £30 & P+P***

OUTRUN
TAITO WRESTLING
OVERRIDE
VIOLENT SOLDIER
HURRICANE (1943)
BURNING ANGELS
SAINT DRAGON
THUNDERBLADE
DARIUS PLUS
KLAX
PC KID
W-WING
DIE HARD
AFTERBURNER II
LEG AXE II
AERO BLASTER
POPULOUS
MOTOROADER II
IMAGE FIGHT
RABID LEPUS
AFTERBURNER III
DON DOKO DON
FINAL BLASTER
GOMOLA SPEED
OP WOLF
POWERDRIFT
VIOLENT SOLDIER
CADASH
YS BOOK 1+ 2 (CD) £39
SCI (CHASE HQ!!)
JACKIE CHAN
IT CAME FROM THE DESERT (CD)
HELLFIRE (CD)
RAINBOW ISLAND (CD) £39
1943
BUBBLE BOBBLE II
(PARASOL STARS)
ZERO 4 CHAMP (RACING)
DEADMOON
ALL DYNES (S GRAFX)
TV SPORTS FOOTBALL
LEGEND OF TONMA

**SEGA MEGADRIVE PACK 1:-**
INC MEGADRIVE (TV OR SCART) JOYPAD, INFRA RED JOYSTICK + FREE GAME OF YOUR CHOICE UPTO £30 = £160 +P+P

**SEGA MEGADRIVE PACK 2:-**
INCS MEGADRIVE (TV OR SCART) JOYPAD + FREE GAME OF YOUR CHOICE UPTO £30 =£130.00 + P+P

## NINTENDO 8 BIT (NES).

***ALL BELOW FIT UK MACHINE.***

| | |
|---|---|
| GUNSMOKE | 24.00 |
| STEALTH ATF | 29.00 |
| PRADIKUS CONFLICT | 34.00 |
| IMPOSSIBLE MISSION | 39.00 |
| BLACK MANTA | 29.00 |
| KING NEPTUNE | 34.00 |
| PINBOT | 29.00 |
| TETRIS | 24.00 |
| SPY VS SPY | 19.00 |
| SILENT ASSAULT | 34.00 |
| SNAKE RATTLE AND ROLL | 24.00 |
| DONKEY KONG | 19.00 |

***MANY MORE TITLES AVAILABLE.***

**PRICES SLAUGHTERED**
**SEGA MEGADRIVE MADNESS**

ANY GAME FROM THIS LIST £25.00 OR 5 FOR £100 & P+P £5.00
(Please list alternative choices)
AXIS
DANGEROUS SEED
ALTERED BEAST
E SWAT
HARD DRIVIN
GRANADA X
SHADOW DANCER
ARROWFLASH
DJ BOY
ATOMIC ROBOKID
FATMAN
ELEMENTAL MASTER
RING SIDE ANGEL
ZANY GOLF
MUSHA ALESTE
CRACKDOWN
BURNING FORCE
SWORD OF SODAN

## MEGA DRIVE

***JAPANESE CARTS ALL BELOW £30.00 & P+P***

HELLFIRE
MOONWALKER
RASTAN SAGA II
DYNAMITE DUKE
GAIRES
DARIUS III
FIRE SHARK
WONDERBOY III
AERO BLASTER
POWER BALL
DICK TRACY
INSECTOR X
BASKETBALL
COLUMNS
GHOSTBUSTERS
VOLFIELD
HEAVY UNIT
MICKEY MOUSE
MAGICAL HAT
KAGEKI
VOLLEYBALL
AMBITIONS OF CAESAR
KYUKYOKU TIGER
SUPER AIRWOLF
BATTLE GOLFER
GYNOOG
WRESTLE BALL
FANTASY SOLDIER III
MIDNIGHT RESISTANCE
SHINING IN DARKNESS

***USA/UK CARTS BELOW £38.00 & P+P***

LAKER V CELTICS
BUDOKAN
SWORD OF SODAN
STRIDER
JOE MONTANA
BIMINI RUN
A PALMER GOLF
POPULOUS
MANAGO GP
JOHN MADDON
SONIC HEDGEHOG
STORMLORD

***JAPANESE CART CONVERTOR £14.00***

## ACCESSORIES

**MEGADRIVE**

| | |
|---|---|
| CARRYCASE | £30 |
| INFRA RED STICK | £35 |
| PRO 1 STICK | £30 |
| UK/JAP CONVERTOR | £14 |
| 8 BIT CONVERTOR | £30 |
| JOYPAD | £15 |
| JAP MAG | £7 |
| ARCADE POWERSTICK | £40 |

**GAMEBOY**

| | |
|---|---|
| CARRY CASE | £15 |
| CONSOLE DELUXE | £69 |
| CASE BOY | £20 |
| LIGHT BOY | £20 |
| GAMELIGHT | £14 |
| STEREO ADAPTOR | CALL |
| BATTERY PACK | CALL |

## NINTENDO 8 BIT (NES) USA IMPORTS

**PLEASE NOTE THE FOLLOWING CARTRIDGES ONLY WORK IN USA CONVERTED CONSOLES**

| | |
|---|---|
| CYBERNOID | 34.00 |
| HEAVY BARREL | 34.00 |
| OP WOLF | 34.00 |
| IRON SWORD | 39.00 |
| MARIO III | 45.00 |
| BACK TO THE FUTURE 2 | CALL |
| A BOY AND HIS BLOB | CALL |
| CALIFORNIA GAMES | CALL |
| CONTRA | CALL |
| DOUBLE DRAGON III | CALL |
| DUCK TALES | CALL |
| IKARI WARRIORS II | CALL |
| JACKIE CHAN | CALL |
| MANIAC MANSION | CALL |
| NARC | CALL |
| MEGAMAN III | CALL |
| THE SIMPSONS | CALL |

TO RUN THE USA CARTS SEND YOUR MACHINE TO US FOR MODIFICATION £26.00 INC RETURN P+P. IT WILL THEN RUN ALL USA CARTS + ALSO ALL UK CARTS. NOW FULLY COMPUTERISED ORDERING SYSTEMS 3 LINES.

***BEWARE OF IMITATORS***
We are one of the largest importers of japanese consoles/games in the UK. We will still be here when others disappear.

PC ENGINE (PAL OR SCART) + 1 FREE GAME OF YOUR CHOICE £165.00 & P+P

Same day despatch on all VISA/ACCESS/POSTAL ORDERS subject to availability (call 0782 712759). All our consoles carry 12 months guarantee. Please add £5.00 P+P for connsoles £1.00 P+P for each game title rapid despatch 24hr parcel force + Royal Mail.

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION SEGA/NINTENDO/NEC FAMICOM ARE TRADEMARKS OF THEIR RESPECTIVE OWNERS.

**NOW A FULLY COMPUTERISED ORDERING SYSTEM - 3 LINES**

VOUCHER/ORDER FORM ____ CUSTOMER ACCOUN T NO.

PLEASE TICK HERE TO BE PUT ON MAILING LIST ☐

NAME _____
ADDRESS _____
_____
I enclose cheque/PO for £ _____
or charge Access/Visa No:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date __/__/__ Signature _____

PLEASE RETURN TO: PC ENGINE SUPPLIES, 223B WATERLOO ROAD, COBRIDGE, STOKE-ON-TRENT, STAFFS ST6 2HS.

★ ★ ★ ***YOU'VE TRIED THE REST!! NOW TRY THE BEST*** ★ ★ ★

# MEGA MIX

**ACCESS/VISA 24HR HOTLINE 0732 351220**

**ALL ITEMS SENT BY FIRST CLASS POST**

(DEPT RAZE 3), 46 ASHDEN WALK, TONBRIDGE, KENT TN10 3RL

**NINTENDO SEGA ATARI PC ENGINE NEO-GEO CHEETAH**

### NINTENDO GAME BOY ONLY £64.95

**NINTENDO GAMEBOY GAMES**

| | |
|---|---|
| A BOY AND HIS BLOB | £22.95 |
| BATMAN | £22.95 |
| BOLDERDASH | £22.95 |
| CASTLEVANIA | £22.95 |
| CHASE HQ | £22.95 |
| CONTRA ARSENAL | £22.95 |
| DOUBLE DRAGON | £22.95 |
| FORTRESS OF FEAR | £22.95 |
| NEMESIS | £22.95 |
| TMNT | £22.95 |
| TETRIS | £22.95 |
| SUPER MARIOLAND | £22.95 |
| SM-GM | £22.95 |
| SD GUNMAN/SD LEGEND | £22.95 |
| GOLF | £22.95 |
| LEGENDS OF DRACULA | £22.95 |
| QIX | £22.95 |
| RED ARIMA | £22.95 |
| GODZILLA | £22.95 |
| LOCK 'N' CHASE | £22.95 |
| DUCK SHOOT | £22.95 |
| BUBBLE GHOST | £22.95 |
| GHOSTBUSTERS | £22.95 |
| GREMLINS | £22.95 |

**CHEETAH GAME MATE INCLUDING FREE GAME ONLY £54.95**

**ADDITIONAL GAMES ONLY £14.95 EACH**

PLACE YOUR ORDER NOW!!!
**NINTENDO SUPER FAMICOM plus 2 free games only £285.95**

SUPER FAMICOM GAMES

| | |
|---|---|
| PILOTWINGS | £44.50 |
| GRADIUS 3 | £44.50 |
| BOMBUZAL | £44.50 |
| F-ZERO | £44.50 |
| POPULOUS | £44.50 |
| FINAL FIGHT | £44.50 |

**NEW!! NEW!! NEW!! NEW!!**

### SEGA GAMEGEAR PLUS SUPER MONACO G.P ONLY £145.95

**SEGA GAMEGEAR GAMES**

| | |
|---|---|
| SUPER MONACO G.P | £28.95 |
| COLUMNS | £28.95 |
| FENGO | £28.95 |
| G-LOC | £28.95 |
| BASEBALL | £28.95 |
| MAZE SYNDROME | £28.95 |
| ZAM GEAR | £23.95 |
| WONDERBOY | £23.95 |

NINTENDO ENTERTAINMENT SYSTEM

| | |
|---|---|
| NES TURTLES PACK | £89.95 |
| DUCK TALES | £29.95 |
| SOLAR JETMAN | £32.95 |
| GREMLINS | £32.95 |
| RESCUE | £29.95 |
| GHOSTBUSTERS 2 | £31.95 |
| DR MARIO | £31.95 |
| PAPERBOY | £28.95 |
| GUANTLET II | £31.50 |
| WORLD CUP | £28.95 |
| RAD GRAVITY | £29.95 |

### ATARI LYNX ONLY £119.95

**ATARI LYNX GAMES**

| | |
|---|---|
| BLUE LIGHTNING | £28.95 |
| CALIFORNIA GAMES | £28.95 |
| CHIPS CHALLENGE | £28.95 |
| ELECTRO COP | £28.95 |
| GATES OF ZENDECON | £28.95 |
| GAUNTLET 3 | £32.95 |
| SUME WORLD | £32.95 |
| MS PACMAN | £27.95 |
| ROADBLASTERS | £27.95 |
| XENOPHOBE | £27.95 |

**SEGAMASTER SYSTEM ONLY £69.95**
**SEGAMASTER SYSTEM PLUS ONLY £89.95**

**SEGA MASTER SYSTEM**

| | |
|---|---|
| COLLUMNS | £24.95 |
| E-SWAT | £29.95 |
| GAIN GROUND | £26.95 |
| MALIA | £22.95 |
| PACMANIA | £26.95 |
| JUNGLE FIGHTER | £26.95 |
| MICKEY MOUSE | £26.95 |
| MOONWALKER | £26.95 |
| SHOOTING GALLERY | £24.95 |
| SUB ATTACK | £26.95 |
| IMPOSSIBLE MISSION | £26.95 |
| GUANTLET | £26.95 |
| DICK TRACY | £26.95 |
| STRIDER | £26.95 |
| DYNAMITE DUKE | £26.95 |
| GOLDEN AXE | £26.96 |
| POPULOUS | £28.95 |
| SPEEDBALL | £26.95 |
| CALIFORNIA GAMES | £28.95 |

**NEO-GEO**

| | |
|---|---|
| NEO-GEO/PAL | £379.95 |
| NEO-GEO/SCART | £369.95 |
| MAGICAL LORD | £125.95 |
| BASEBALL STARS | £179.95 |
| NAM 1975 | £109.95 |
| GOLF | £179.95 |
| CYBERUP | £179.95 |
| NINJA COMBAT | £125.95 |
| RIDING HERO | £179.95 |
| SUPER SPY | £169.95 |
| MAJAK | £169.95 |

**SEGA MEGADRIVE PLUS JOYPAD PLUS ANY GAME LISTED BELOW OF YOUR CHOICE ONLY £144.95**

**SEGA MEGADRIVE PLUS JOYPAD ONLY £119.95**

**MEGADRIVE SPECIAL OFFERS**

| | |
|---|---|
| JAPANESE CONVERTOR | £13.95 |
| SCART LEAD | £14.95 |
| STEREO LEAD | £7.95 |

*This months limited special offer!*
STRIDER
WAS £42.50 NOW £34.50
*ONLY WHILE STOCKS LAST!!!*

**SEGA MEGADRIVE GAMES**

| | | | | | |
|---|---|---|---|---|---|
| Aero Blasters | £31.95 | Ghouls 'n' Ghosts | £31.95 | Sorcerian | £29.50 |
| Afterburner II | £32.50 | Golden Axe | £29.50 | Space Harrier II | £31.50 |
| Alex Kid | £32.50 | Granada | £29.95 | Satr Cruiser | £29.95 |
| Altered Beast | £24.95 | Gynoug | £34.50 | Strider | £42.50 |
| Altered Beast II | £26.95 | Hard Drivin' | £29.95 | Super Baseball | £29.95 |
| Atomic Robokid | £29.95 | Heavy unit | £31.95 | Super Basketball | £26.95 |
| Arnold Palmer Golf | £32.50 | Herzog Zwei | £19.50 | Super Hang On | £27.50 |
| Batman | £32.50 | James Pond | £39.95 | Super Monaco GP | £32.95 |
| Battle Golfer | £34.50 | Joe Montana's Football | £34.95 | Super Thunderblade | £31.95 |
| Budokhan | £34.95 | John Maddens Football | £34.95 | Super Volleyball | £32.50 |
| Buster Douglas Boxing | £34.95 | Kageki | £31.95 | Sword of Soudan | £34.50 |
| Crackdown | £32.95 | Last Battle | £32.95 | Sword of Vermilion | £44.95 |
| Dick Tiuny | £32.50 | Magical Hat | £32.50 | Techno Cop | £39.50 |
| D J Boy | £24.95 | Midnight Resistance | £34.50 | Their Hell | £34.95 |
| Dynamite Duke | £31.95 | Micky Mouse | £34.95 | Thunderforce III | £34.50 |
| Elemental Master | £27.95 | Moonwalker | £29.95 | Twin Hawk | £31.95 |
| E-Swat | £26.95 | New Zealand Story | £26.95 | Wonderboy in MonsterLair | £32.50 |
| Fantasy Soldier | £39.95 | PGA Golf Tour | £39.95 | Volfied | £31.95 |
| Final Blow | £32.50 | Phantasy Star 2 | £44.95 | Wonderboy III | £31.95 |
| Forbidden City | £34.95 | Rambo III | £31.50 | World Cup Soccer | £24.95 |
| Forgotten Worlds | £32.50 | Ringside Angel | £34.95 | Wrestle Ball | £31.50 |
| Galaries | £34.95 | Shadow Dancer | £34.95 | Wrestle War | £31.50 |
| Gain Ground | £26.95 | Shining & Darkness | £31.95 | Zany Golf | £34.50 |
| Ghostbusters | £24.95 | Sonic the Hedgehog | £34.95 | | |

**PC ENGINE**

| PC ENGINE | | XE8 JOYSTICK | £27.95 | PC ENGINE GAMES | | FINAL BLASTER | £32.95 |
|---|---|---|---|---|---|---|---|
| PC CORE | | 5 PLAY ADAPTOR | £22.95 | | | HELL EXPLORER | £32.95 |
| GRAPHIX | £145.95 | PC KIDD | £32.95 | AFTERBURNER 2 | £32.95 | NEW ZEALAND STORY | £32.95 |
| PC CD ROM + | | POWERDRIFT | £32.95 | BATMAN | £32.95 | NINJA SPIRIT | £32.95 |
| INTERFACE | £295.95 | RABIO LEPUS SPECIAL | £32.95 | CHASE HQ | £32.95 | OPERATION WOLF | £32.95 |
| CONTROL PAD | £18.95 | W-WING | £32.95 | DIE HARD | £32.95 | PACLAND | £28.95 |

To order, state items you require, together with payment, made payable to 'Mega Mix', or place your order on our Credit Card Hotline 0732 351220. Overseas orders add £5 per item. Also orders for Video Consoles please add £5 for p+p.

**MEGAMIX SOFTWARE (DEPT. RAZE 4), 46 ASHDEN WALK, TONBRIDGE, KENT TN10 3RL.**

# ROBIN HOOD COMPUTERS

UNIT 34-36
WEST END ARCADE
OFF UPPER PARLIAMENT ST
NOTTINGHAM NG1 6JZ

TEL:0602 502255

| | |
|---|---|
| SEGA MEGADRIVE PAL | £124.95 |
| | £139.95 |
| WITH FREE GAME | |
| JOYPAD | £14.95 |
| PRO 2 | £16.95 |
| JAPANESE GAME ADAPTER | £11.95 |
| AERO BLASTERS | £34.95 |
| BATTLE SQUADRON | £32.95 |
| COLUMNS | £32.95 |
| CRACKDOWN | £32.95 |
| CURSE | £21.00 |
| DANGEROUS SEED | £32.95 |
| DARIUS II | £32.95 |
| DJ BOY | £23.95 |
| ELEMENTAL MASTER | £29.95 |
| FATMAN | £29.95 |
| GARIOES | £38.95 |
| GYNOUG | £32.95 |
| GRANADA X | £29.95 |
| HELLFIRE | £21.95 |
| JOE MONTANA | £32.95 |
| MAGICAL HAT | £28.95 |
| MICKEY MOUSE | £27.95 |
| PHANTASY STAR | £37.95 |
| SHADOW DANCER | £34.95 |
| THUNDERFORCE III | £34.95 |
| WHIP RUSH | £29.95 |
| HEAVY UNIT | £27.95 |

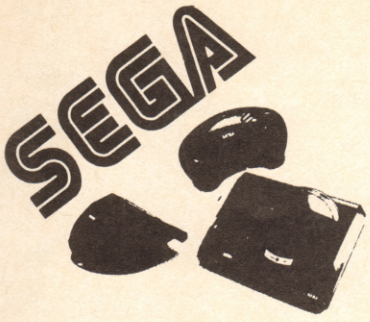
| | |
|---|---|
| SUPER FAMICOM PAL | |
| + 2 JOYPADS | £289.95 |
| + 2 GAMES | £339.95 |
| BOMB BUZAL | £34.95 |
| FINAL FIGHT | £44.95 |
| F ZERO | £44.95 |
| GRADIUS III | £44.95 |
| SUPER MARIO WORLD | £44.95 |
| PILOT WINGS | £44.95 |
| SD THE GREAT BATTLE | £44.95 |
| MAN HOLE GOLF | £46.95 |
| R TYPE II | £46.95 |

**ATARI LYNX**
**£99.95**
**+ game**
**£124.95**
**ALL GAMES EXCEPT GAUNTLET**
**£26.95**

**COMMADORE AMIGA A500**
**£329.95**
**1/2 MEG UPGRADE**
**£29.95**
**CUMANA EXTERNAL DRIVE**
**£69.95**

**ALL OF THE ABOVE**
**£339.95**
**20% OFF ALL NEW RELEASES**
**3 1/2" DISKS**
**£19.50 FOR 50**

ENTER THE WORLD OF CONSOLES
AT




UNIVERSAL CONSOLES

**TRADE ENQUIRIES WELCOME**

**101 COLLEGE AVENUE, GILLINGHAM, KENT ME7 5HX**
**TELEPHONE: 0634 577306**

**OPEN 7 DAYS 9-7**

## SEGA MEGADRIVE

| | |
|---|---|
| Sega Megadrive - Scart | £119.95 |
| Sega Megadrive - Pal | £119.95 |
| Megadrive + Game | £139.95 |
| Japaneese/English Converter | £19.95 |
| Sega Joystick Pad | £14.95 |
| Power Arcade Stick | £34.95 |
| Megadrive Magazine (Jap) | £6.00 |

## SEGA MEGADRIVE GAMES

| | |
|---|---|
| STRIDER | £31.95 |
| FATMAN | £29.95 |
| AXIS | £29.95 |
| BURNING FORCE | £29.95 |
| HELL FIRE | £31.95 |
| ARROW FLASH | £29.95 |
| SHADOW DANCER | £29.95 |
| ESWAT CYBER POLICE | £29.95 |
| CYBERBALL | £29.95 |
| D J BOY | £31.95 |
| MICKEY MOUSE | £29.95 |
| DYNAMITE DUKE | £29.95 |
| GOLDEN AXE | £31.95 |
| RAINBOW ISLAND | £34.95 |
| INSPECTOR X | £29.95 |
| J. MADDENS FOOTBALL | £34.95 |
| CELTIC V LAKERS | £39.95 |
| NEW ZEALAND STORY | £31.95 |
| WORLD CUP SOCCER | £31.95 |
| MOONWALKER | £29.95 |
| GAIN GROUND | £31.95 |
| WONDERBOY 3 | £29.95 |
| CRACKDOWN | £29.95 |
| RINGSIDE ANGEL | £29.95 |
| ALSTE | £31.95 |
| DANGEROUS SEED | £31.95 |
| ELEMENTAL MASTER | £32.95 |
| HARD DRIVING | £29.95 |
| SUPER MONACO GP | CALL |
| MIDNIGHT RESISTANCE | CALL |

**PLEASE RING FOR MORE TITLES**

## NEO GEO

| | |
|---|---|
| NEO GEO - PAL | £369.99 |
| NEO GEO - SCART | £359.99 |
| NEO GEO PAL + GAME | £520.00 |
| NEO GEO SCART + GAME | £520.00 |

## NEO GEO GAMES

| | |
|---|---|
| MAGICAN LORD | £179.95 |
| BASEBALL STARS | £179.95 |
| NAM 1975 | £179.95 |
| GOLF | £179.95 |
| CYBERLIP | £179.95 |
| NINJA COMBAT | £179.95 |
| RIDING HERO | £179.95 |
| SUPER SPY | £179.95 |

## GAME BOY

| | |
|---|---|
| GAMEBOY MACHINE | £69.95 |

## GAME BOY GAMES

| | |
|---|---|
| BATMAN | £24.95 |
| MONSTER TRUCK | £24.95 |
| W.W.F | £24.95 |
| DOUBLE DRAGON | £24.95 |
| GHOSTBUSTERS 2 | £24.95 |
| RADAR MISSION | £24.95 |
| FINAL FANTASY LEGEND | £24.95 |
| SPIDERMAN | £24.95 |
| SKATE OR DIE | £24.95 |
| BUBBLE BOBBLE 2 | £24.95 |
| ROAD STAR | £24.95 |
| DRAGON SLAYER | £24.95 |
| DUCK TALES | £24.95 |
| CHASE HQ | £24.95 |
| WIZARD AND WARRIORS | £24.95 |

**PLEASE RING FOR MORE TITLES**

## NINTENDO SUPER FAMICOM

| | |
|---|---|
| FAMICOM - SCART with 2 games FREE!! | £295.95 |
| FAMICOM - PAL with 2 games FREE!! | £349.95 |

## FAMICOM GAMES

| | |
|---|---|
| FINAL FIGHT | £45.00 |
| F1 - ZERO | £45.00 |
| POPULOUS | £45.00 |
| PILOT WINGS | £45.00 |
| SUPER MARIO BROTHERS | £45.00 |
| ORDIUS III | £45.00 |
| BOMBUZAL | £45.00 |

**PLEASE RING FOR MORE TITLES**

## PC ENGINE

| | |
|---|---|
| PC ENGINE - SCART | £159.95 |
| PC ENGINE - PAL | £159.95 |
| PC ENGINE - HAND HELD | £260.00 |

## PC ENGINE GAMES

| | |
|---|---|
| DIE HARD | £33.00 |
| OPERATION WOLF | £33.00 |
| AFTERBURNER | £33.00 |
| F1 CIRCUS | £33.00 |
| FINAL BLASTER | £33.00 |
| SUPER STAR SOLDIER | £33.00 |
| VIOLENT SOLDIER | £33.00 |

**PLEASE RING FOR MORE TITLES**

# ORDER FORM

TO: **UNIVERSAL CONSOLES**
**101 College Avenue, Gillingham, Kent, ME7 5HX**

Please add £1 for postage per game
Please add £5 for postage per machine
Please make Cheques or Postal Order made payable to
UNIVERSAL CONSOLES

From:

| | |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

| MACHINE/GAME | |
|---|---|
| | |
| | |
| | |
| | |
| | |
| TOTAL | |

RAZE

# GAIN GROUND

*With his new girly hair extensions waving in the breeze, Les "look at the state of yours!" Ellis goes in search of a new hair "stylist"*

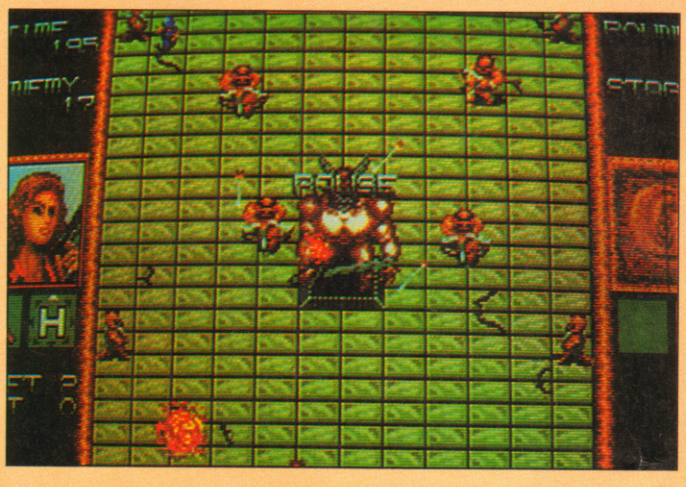
*Gain Ground* takes you so far into the future, the historians have started to introduce letters into the calender year. The year is 199X (approximately 10,000 years into the future). Interactive computer games are all the rage, but fads like Speedball, Future Basketball and even Xeno (remember that!) have fallen by the wayside. The game that everyone's playing nowadays is called Gain Ground, a violent game of power and greed. With ingredients like that, the game was a sure-fire hit, drawing crowds from all around the solar system.

The game was simple. Contestants stood at the entrance of a land maze and were told to reach the exit without losing their lives. Trying to prevent their progress were computer controlled androids hell-bent on standing their ground and not letting anyone past. Only the brave and skilled (and stupid?) took part, but the game was such an enigma that it attracted warriors from all walks of life; each had their own special talent which they hoped would take them through the deadly maze.

But being a computer-controlled game, there were bound to be bugs. For instance, once a flock of birds flew over the Gain Ground area and were shot down by a group of androids. Glitches were few though, and when they did happen they were soon rectified. Until now.

The Mother Computer has gone berserk! It has not only trapped all the competitors of Gain Ground in the maze, but also all of the crowd watching the game. The three top competitors gather at the start line and decide that it is up to them to fight their way through the hostile maze and find the central computer room from where they can shut down the system. Along the way, they will meet other competitors, trapped in the middle of the game, and if they can rescue them, they will be able to join the party and aid the escape.

The Gain Ground maze is split into 50 areas, each posing a different type of problem for the trio. Luckily, each of the warriors has a different skill and weapon and the combination of the trio should be able to get them through enough areas to rescue more men. The more men you can get, the better equipped you will be to facing anything the computer can throw at you. In some areas, one character may be able to take out the whole computer defence system, while in others a combination of two or three men and their weapons will allow progress. To save time, the band of disgruntled men automatically progress to the next area when the present area is cleared. However, any men that are rescued must be




Rolf Harris throws his boomerangs, but in totally the wrong direction as the two androids close in on either side. The characters that can be rescued are represented by the weapon symbols. These can be picked up and taken through the exit at the top of the screen to add them to your team for the next round.

The Mega Drive version is not only prettier than the Master System game, it is also far more playable. The strategy is just the same, though: tough and challenging.

## CONFUSED? YOU WILL BE

**After reviewing the grey import Mega Drive version of *Gain Ground* last issue, it seems that Virgin have decided to release it officially this month. Typical! You don't know where you are from one month to the next. Anyway, the good news is that you'll be able to get both versions anywhere and everywhere, now – and that's official!**

## ALL THE KING'S MEN

The Mega Drive version of *Gain Ground* contains some extra characters, these are indicated with an asterisk (* – Mega Drive only).

**ZULU*** – Throws spears and moves fast; useful for getting guys on walls.

**BARBARIAN** – Moves fast, ideal for rescuing hostages.

**DWARF** – The most deadly character; mega fast with loads of long-range shots (wot a lad!).

**ARCHER*** – Fires arrows, but only straight up the screen.

**FIRE WIZARD** – Practically useless; can't even make the coffee!

**WATER WIZARD*** – Not much better; he can make the coffee, though.

**WIND NINJA*** – Possesses the whirlwind, useful for wiping out loads of the blighters.

**NINJA** – Ultra fast weapons and moves.

**GUNNER** – Fires sideways on MS. Fires straight up on MD.

**SIDE GUNNER*** – Fires sideways, useful for getting in the thick of it.

**TRIPLE GUNNER*** – Fires three at a time, useful for taking out a line of enemies.

**MAD GUNNER*** – Fires multiple rounds sideways, useful if you're surrounded.

**FLAME SHOOTER** – Moves very slow but his few fire bolts are deadly.

**FLAME THROWER*** – Shoots loads of fire bolts over a short range.

**BUD THE SKUD** – Slow mover but carries the most deadly weapon.

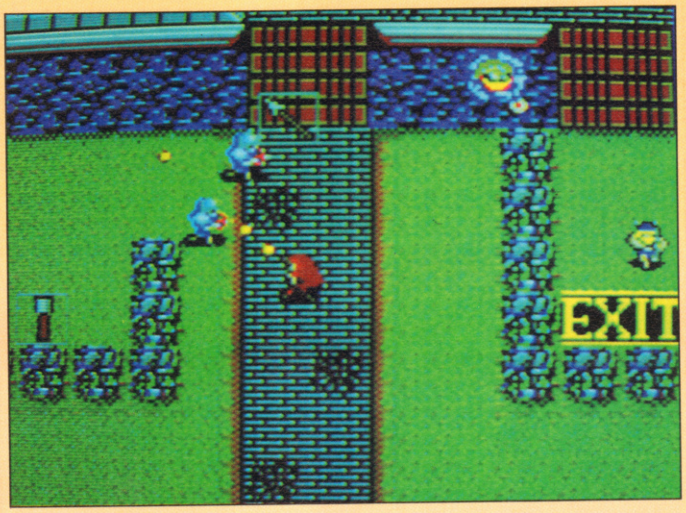
**PAT THE PATRIOT** – Fires six missiles (three on MS) in all directions.

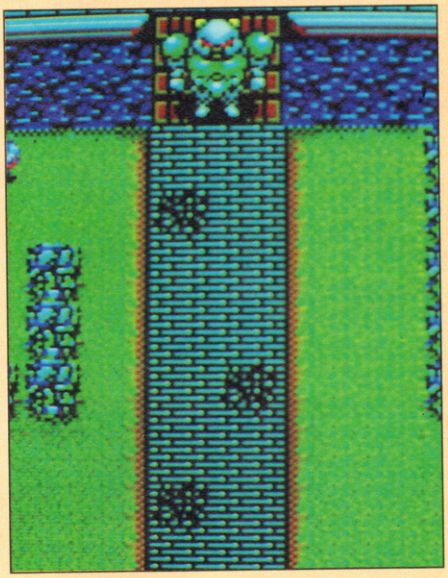
**GRENADE** – Fires in any direction, useful for getting over walls.

**FIXED GRENADE*** – Only fires up the screen; still useful.

**FIXED BOOMERANG*** – Only fires up the screen; power ful but awkward.

**BOOMERANG** – Can take out loads of enemies from any angle.



Argh! This guy looks like he could be in a bit of trouble. You'd better get him through the exit quickly and let someone else have a go. Lucky for Mega Drive owners that they have more characters to choose from on their version.

taken through the exit if they're to join you (so don't finish off the computer defences if you've got an escapee in tow). If the computer defences are too tough for you, you must guide the whole collection of men through the exit. Every ten areas, you'll encounter a screen with no exit; here the archenemy *must* be killed.

The one-player game unbelievably frustrating as you plan what men should be used or sacrificed on each screen. On the other hand, the two-player game is a lot easier because you can draw the enemy fire and sacrifice more men. Both are a joy to play, though.

The Mega Drive version has two plus points over the Master System version. Firstly, there's a wider range of characters, with more abilities and deeper gameplay. Secondly, the Mega Drive version is far more playable, with the Master System hampered by some very slow gameplay. But I dare say the two-player option on both versions will make both sell like hot Super Famicoms.

**MASTER SYSTEM**

GRAPHICS **69%**
✗ Small sprites, hard to distinguish.
✓ Masses going on, little screen flicker.

SOUND **62%**
✗ Very poor in-game tune but...
✓ ... the title tune's a bit better.

PLAYABILITY **76%**
✗ Dodgy collision detection and slow play.
✓ Two-player teamplay adds sparkle.

SEGA
£29.99 ● OUT NOW
**71%**

**MEGA DRIVE**

GRAPHICS **87%**
✓ Intricate sprites with super animation.
✓ Great shading gives texture and depth.

SOUND **71%**
✗ Where *did* they get the composer?
✓ The SFX aren't too bad, though.

PLAYABILITY **94%**
✓ Fast and furious, with three play levels.
✓ Gets more varied as you progress.

SEGA
£34.99 ● OUT NOW
**91%**



... in 1949, a computer called ENIAC occupied a whole building.

# GAMES GALORE

GAMEBOY SOFTWARE: THE BEST PRICES IN THE UK

97 KINGLEY ROAD, HOUNSLOW, MIDDLESEX TW3 4AH
TEL 081 572 0990 FAX 081 577 0969

| | | |
|---|---|---|
| £18.99 | BOXXLE / FLIPPUL / CAT TRAP / LOOPZ / BURAI FIGHTER / PIPEDREAM / LOCK N CHASE / BUBBLE GHOST / BOOMERS ADVENTURE | £18.99 |
| £19.99 | DEAD HEAT SCRAMBLE / SERPENT / FIST OF NORTHSTAR / CHESSMASTER / KUNG FU MASTER / BASES LOADED / SHANGHAI / ISHIDO / DOUBLE DRAGON | £19.99 |
| £20.99 | PAPERBOY / ROBOCOP / CHASE HQ/ TURTLES / HAL WRESTLING / BATMAN / CYRAID / SKATE OR DIE / NFL FOOTBALL / GREMLINS 2 | £20.99 |

ALL SOFTWARE TITLES HAVE ENGLISH INSTRUCTIONS:

Name:..... Titles:.....

Address:..... .....

..... .....

..... .....

..... .....

..... Chq/Po - Value £.....

Card No

Postage & Packing £1.00 per title.....

(This advert is worth 50p off any title on your next order).

# DWM

## CONSOLE SOFTWARE HIRE CLUB

LIFE MEMBERSHIP £10 (INCLUDES ONE FREE HIRE)
7 DAY HIRE PERIOD

SUPER FAMICOM - £3.50
SEGA MEGADRIVE - £3.00
PC ENGINE - £3.00
GAMEBOY - £2.50
ATARI LYNX - £2.50
SEGA GAME GEAR - £2.50

**SUPERB HARDWARE DEALS**

SEGA MEGADRIVE & MICKEY MOUSE - £134.95
SUPER FAMICOM & TWO GAMES - £294.95

PLEASE SEND ME YOUR INFORMATION PACK

NAME.....

ADDRESS.....

.....POSTCODE.....

I OWN THE FOLLOWING CONSOLES

.....

**DWM, 122 STRATHERN ROAD, DUNDEE, DD5 1JW**
**TEL: 0382 74912 FAX 0382 77709**

# KC's Computer Emporium

37,Pinfold Gate, Loughborough
Leics, LE11 1SG
TEL: (0509) 211799 FAX: (0509) 881600
Open 9.30am to 6.30pm Everyday Except Sunday

We also buy and part exchange used cartridges. Many more latest titles for other consoles and computers in stock please phone for more details and ask for ADAM or PETE.
TRADE ENQUIRIES WELCOME

## FAMICOM

Famicom + 2 Joy pads
+ 2 Free Games ..... 299.00
Bomb Buzal ..... 29.00
Big Run ..... 44.00
Darius II ..... 44.00
F-Zero ..... 39.00
Final Fight ..... 44.00
Gradius III ..... 39.00
Pilot Wings ..... 39.00
Populus ..... 39.00
Super Mario World ..... 39.00
Hole in One Golf ..... 43.00
R-Type II ..... CALL

## LYNX

Lynx console + power supply
+ California games ..... 117.99
Blue Lightning, Electrocop, Klax, Ms. Pac-Man, Paperboy, Roadblasters, Robo Squash, Rygar, Slime World, Xenophobe, Zarlor Mercenary.
All Above Games ..... 27.00
Lighter Power Adaptor ..... 11.95

## SEGA GAME GEAR

Sega Gamegear ..... 99.95
Sega Gamegear, and 3 games ..... 159.95
Super Monaco GP ..... 24.00
Baseball 91 ..... 24.00
G-Loc ..... 24.00
Pop Breaker ..... 24.00
Psychic World ..... 24.00
Woody Pop ..... 24.00
Call For New Releases

## GAMEBOY

Gameboy + game ..... 59.00
Gamelight ..... 9.99
Magnifier ..... 9.95
Game Pack Carry case ..... 6.99
Hard Carry case ..... 10.99
Astro Rabby ..... 24.00
AfterBurst ..... 24.00
Bases Loaded ..... 24.00
Batman ..... 28.00
Bugs Bunny ..... 28.00
Chase HQ ..... 24.00
Double Dragon ..... 19.00
Dragon Man ..... 24.00
In Your Face ..... 24.00
Ghostbusters II ..... 28.00
Paperboy ..... 24.00
P.A. Football ..... 24.99
Scotland Yard ..... 24.99
Revenge of Gator ..... 19.00
Robocop ..... 28.00
Spiderman ..... 24.00
T.M.N. Turtles ..... 24.00

## MEGADRIVE

UK Megadrive + Joypad ..... 149.95
JPN Megadrive and Joy Pad ..... 129.95
JPN Game Adaptor ..... 9.95
Arcade Power Stick ..... 35.00
Scart Lead ..... 15.00
Stereo Lead ..... 8.95
A. Palmers Tournament Golf ..... 33.00
Aero Blasters ..... 33.00
After Burner II ..... 34.00
Alestra Mushsa ..... 33.00
Battle Squadron ..... 25.00
Celtics vs Lakers ..... 37.00
Curse ..... 16.00
Dangerous Seed ..... 28.00
Darius II ..... 28.00
DJ Boy ..... 19.00
Eswat ..... 19.00
Elemental Master ..... 28.00
Fatman ..... 28.00
Forgotten Worlds ..... 28.00
Fanasy Solidier III ..... 35.00
Gaiares ..... 33.00
Granada X ..... 35.00
Gynoug ..... 30.00
Hard Driven ..... 28.00
Heavy Unit ..... 35.00
Hell Fire ..... 19.00
Italia 90 ..... 33.00
James Pond ..... £38.00
J. Madden American Football ..... 30.00
Joe Montana Football ..... 35.00
Junction ..... 28.00
Klax ..... 23.00
Magical Hat ..... 24.95
Midnight Resistance ..... CALL
Mickey Mouse ..... 24.00
P.G.A. Tour Golf ..... £38.00
Ringside Angels ..... 33.00
Same Same Same ..... 28.00
Shadow Dancer ..... 22.00
Strider ..... 29.00
Super League Baseball ..... 33.00
Super Monaco GP ..... 33.00
Super Real Basketball ..... 33.00
Sword of Vermilion US ..... 37.00
Whip Rush ..... 16.00
Wonderboy 3 ..... £24.00
Volfield ..... 28.00

## NINTENDO

Nintendo Action Set ..... 99.00
New Advantage ..... 37.00
Nes Max Turbo ..... 28.00
Python 2 Joystick ..... 9.50
Cart Cleaning Kit ..... 9.99
Bayon Billy ..... 37.00
Black Manta ..... 35.00
Double Dragon ..... 37.00
Double Dragon III ..... CALL
Mega Man II ..... 38.00
Paperboy ..... 38.00
Pinbot ..... 37.00
Probotector ..... 37.00
Snake Rattle Roll ..... 37.00
Solar Jetman ..... 38.00
Simpsons ..... CALL
Super Mario III ..... CALL
Super Off Road ..... 37.00
World Wrestling ..... 37.00
Call for all second hand Swaps and Games

## PC ENGINE

PC GT Hand Held and Free Game 245.00
Core Grafix + free game ..... 159.95
5 player adpt ..... 24.95
XE8 Joystick ..... 29.95
Afterburner II ..... 35.00
Chase HQ ..... 35.00
Cyber Core ..... 35.00
Cyber Police II ..... 34.00
Dead Moon ..... 34.00
Devil Crush ..... 38.00
Jackie Cahn ..... 34.00
Heavy Unit ..... 35.00
Mr. Heli ..... 35.00
New Zealand Story ..... 35.00
Operation Wolf ..... 35.00
Powerdrift ..... 35.00
Psychic Chaser ..... 35.00
Space Harrier ..... 35.00
St Dragon ..... 35.00
Violent Solidier ..... 34.00
Wonderboy In Mons ..... 35.00

Name:.....
Address:.....
.....
Post Code:..... Tel:.....

| Item | Cost |
|---|---|
| ..... | £..... |
| ..... | £..... |
| ..... | £..... |
| ..... | £..... |

Add £1 per order, Sub Total £.....
Plus £5 per console for p+p Total £.....

Expiry Date...../...../..... Signature.....

CHEQUE / P.O. / ACCESS / VISA / MASTER CARD

RZ

# SPECTACULAR SEGA SAVERS

## SEGA MEGA DRIVE

Sega Mega Drive which is compatible with all UK, American and Japanese software (worth £189.99).

**SCART £125**

**PAL £145**

| | | | |
|---|---|---|---|
| Alex Kidd in Enchanted Castle | 27.50 | Phantasy Star II | 54.99 |
| Arnold Palmer Tournament Golf | 32.50 | Populous | 37.50 |
| Budokan | 37.50 | Rambo III | 23.99 |
| Columns | 27.50 | Revenge of Shinobi | 32.50 |
| Cyberball | 32.50 | Space Harrier II | 32.50 |
| ESWAT | 32.50 | Strider | 41.99 |
| Forgotten Worlds | 32.50 | Super Hang On | 32.50 |
| Gain Ground | 32.50 | Super League Baseball | 32.50 |
| Ghostbusters | 32.50 | Super Monaco GP | 32.50 |
| Ghouls 'n' Ghosts | 42.50 | Super Real Basketball | 32.50 |
| Golden Axe | 32.50 | Super Thunderblade | 32.50 |
| Herzog Zwei | 32.50 | Sword of Vermillion | 45.99 |
| James Pond | 37.50 | Thunderforce II | 32.50 |
| Last Battle | 32.50 | Truxton | 32.50 |
| Mickey Mouse | 37.50 | Twin Hawk | 32.50 |
| Moonwalker | 32.50 | World Cup Italia 90 | 27.50 |
| Mystic Defender | 32.50 | Zany Golf | 37.50 |

## SEGA MASTER SYSTEM

**Only £75**

## MASTER SYSTEM PLUS

**Only £95**

| | | | |
|---|---|---|---|
| Aerial Assault | 27.50 | Paperboy | 27.50 |
| Action Fighter | 11.50 | Psycho Fox | 27.50 |
| Afterburner | 27.50 | R-Type | 27.50 |
| Alex Kidd | 22.50 | Rambo III | 27.50 |
| Alex Kidd – High Tech | 27.50 | Rampage | 27.50 |
| Alex Kidd – Lost Stars | 27.50 | Shinobi | 27.50 |
| Alex Kidd – Shinobi | 27.50 | Space Harrier 3D | 27.50 |
| Altered Beast | 27.50 | Spellcaster | 27.50 |
| American Pro Football | 27.50 | Spy v Spy | 16.50 |
| Columns | 22.50 | Super Monaco GP | 27.50 |
| ESWAT | 27.50 | Ultima 4 | 37.50 |
| Fantasy Zone 2 | 22.50 | Vigilante | 27.50 |
| Gauntlet | 27.50 | Wonderboy | 22.50 |
| Golden Axe | 27.50 | Wonderboy in Monsterland | 27.50 |
| Golfmania | 31.50 | Wonderboy III | 27.50 |
| Golvellius | 27.50 | World Soccer | 22.50 |
| Impossible Mission | 27.50 | Zillion | 22.50 |
| Miracle Warrior | 31.50 | Zillion II | 22.50 |

Access

All the above Master System and Mega Drive games are official UK verisons.

*All prices include VAT & P&P*

VISA

**Telephone us with your order on 0225 765086 or fax us on 0225 777869**
**Or post form to: Mail Order, The Words Works Ltd, FREEPOST (SN 1543), TROWBRIDGE, Wiltshire BA14 8YA**

I would like to order _____

and enclose a cheque/PO *(made payable to The Words Works Ltd)* for _____

Or charge my Access/Visa number _____

Expiry date _____ Signature _____

Name _____

Address _____

_____

_____

Postcode _____ Tel. No _____

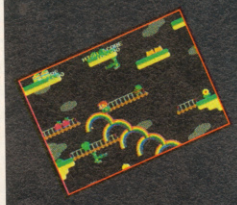
NO STAMP REQUIRED

THE UNOFFICIAL GUIDE TO BEATING SEGA MASTER SYSTEM AND SEGA MEGA DRIVE GAMES

# THE Complete SEGA SOLUTION

**The Complete Sega Solution** is a comprehensive collection of tricks, tactics and playing solutions for over 120 top Sega Master System and Sega Mega Drive games. But it's more than that; every game is reviewed and rated so you can decide at an instant whether a game is worth adding to your collection.

**The Complete Sega Solution** is the most accurate and fact-packed guide to winning Sega games. In over 200 pages you'll discover secrets buried deep within games; infinite lives, hidden messages, level selects, bonus rounds, concealed stages, unlimited continues, programmer access codes, even games within games.



**The Complete Sega Solution** features essential playing guides for many of the biggest games. These take you step by step through levels, inform you how to get past obstacles, where to pick up special items, and how to deal with attackers. In short, the playing guides will get you from start to finish.

**The Complete Sega Solution** contains more than 120 top games, including Alex Kidd, Arnold Palmer, ESWAT, Gain Ground, Ghostbusters, Ghouls 'n' Ghosts, Golden Axe, James Pond, Mickey Mouse, New Zealand Story, Rainbow Islands, Revenge of Shinobi, Ringside Angel, Shadow Dancer, Strider, Tetris, Wonderboy III...

**AVAILABLE FROM ALL GOOD BOOKSHOPS NOW**

Access

**OR ORDER BY POST OR PHONE DIRECT FROM THE PUBLISHER**

VISA

**Post this form to: Sega Solution, The Words Works Ltd, Freepost (SN 1543), Trowbridge, Wiltshire BA14 8YA. Telephone: 0225 765086 Fax: 0225 777869**

*Please make cheques payable to The Words Works Ltd.*

I would like to order a copy of *The Complete Sega Solution* priced at £9.99 and enclose a cheque or postal order for _____

Charge my Access/Visa number _____

Expiry date _____ Signature _____

Name _____

Address _____

_____

_____

Postcode _____ Telephone Number _____

NO STAMP REQUIRED

RAZE

# EYE OF THE BEHOLDER

*When we said "roleplaying game", confirmed chocoholic Les Ellis thought we said "Rolo playing" and immediately ate the disks*

One man dead, two knocked out. Only one man left to fight this Kobold and he's getting his butt kicked. Things don't look too good at the moment, perhaps I should have saved the game a minute ago.

It's quite strange that I should be handed a RPG game for review. Like a lot of people, I have this strange dislike of anything that might mean reading the manual (God forbid) or perhaps spending more than half an hour on one game. I will even admit to not having played *Dungeon Master* or any of the million clones that it has spawned. However, *Eye of the Beholder* is something special. It is one of those games that even I can pick up, play and – believe it or not – enjoy! Perhaps all those RPG players know something that us arcadesters don't; that even though manuals are very good for fixing wobbly tables they can also be used to help you enjoy a game.

*Beholder* is from the team that brought you *Pool of Radiance*, another great little RPG which lacked the graphics to give it mass market appeal. It is based on the Advanced Dungeons and Dragons 2nd Edition rules and *Beholder* has taken a strong step forward from *Radiance* proving that if programmers take criticism in the spirit it is given, they can use it to produce an even better game on their next attempt. Indeed, *Beholder* brings you depth of gameplay, puzzles *and* great graphics without turning the game into a blasting frenzy in the hope of mass market sales. But apart from the flash presentation and the involving gameplay, this game is also user-friendly. In fact, you could describe it as user-enticing, for it takes a strong will to keep your hands off the disks when they are next to your computer just asking to be played.

At first look, the game appears to be another *Dungeon Master*, but there's much more to it than that. You control a team of four characters selected from six different races, each with their own class, loyalty and skill. At the start of the game, you must carefully pick your band of merry men, try-

Some doors have obvious switches to open them. Here all you have to do is press the blue button, but watch out because something horrid may be on the other side of it.

Before you can enter the game for real you have to generate your team. Four members are needed, coming from a cosmopolitan background. Faces and score counters can also be set up here.

## THE CLASS OF '91

**Clerics** – Warrior priests that can use magic as well as fight. They are the only characters who can pray for spells. Can be human, dwarf, elf, gnome, half elf or halfling. They can use a mace, flail, staff and sling as weapons.

**Fighters** – Warriors which can't use magic spells. All races allowed and can use all weapons.

**Mages** – Magic users who can't fight but use magic to defeat opponents. Can be human, elf or half elf and can use the dagger, staff or dart in combat.

**Paladins** – Elite warriors who won't work with evil characters. Only humans can be paladins and they can use any weapons.

**Rangers** – Trained hunters and trackers. They can be human, elf or half elf and can use any weapon.

**Thieves** – Must be included in your party if you're to survive. Can be any race and can use any weapon. A very useful character but can't cope with magic very well.



Q: What do you get if you cross an elephant with a jar of honey.

**A**
The directional keys. These are how you move about in US Gold's *Eye of the Beholder*. Just click on an arrow and you'll zoom in that direction through the sewers.

**B**
Some of the switches to open the doors are obvious, like this one. Just click on the switch and the door will open, however others may need a puzzle to be solved.

**C**
You can try to force some doors but if you aren't strong enough it won't work. Trial and error is the only way. If a door is locked, and you don't have a key, you can always get a thief to pick the lock.

**D**
Useful objects can be found lying round the maze. Here are a lock pick and some halfling's bones from the last man who failed in his quest.

**E**
Watch out, here comes the RAZE team ready to kick some sewer scum butt. If it looks like one of your players in getting tonked in a battle, you can always change the order and throw someone else into the fray (like Jools, because he's the fatt..., er, largest).

**F**
The camp option lets you rest the team and memorise spells, scribe scrolls and other techie magic stuff.

**G**
The compass is a useful aid in finding your way around. Learn how to use it at the start of the game or you'll get totally disorientated.

Ugh, Kobolds. These guys are infamous for their cowardice and it is worth noting that they always travel in groups.

Food rations are essential to keeping your team alive. If they start to get hungry, and you don't have anything to feed them with, you can start the countdown to the end of the game because you ain't gonna last long.

Giant leeches are hard to kill. Many hits will be needed to dispatch this overgrown sucker back to the sewer that he came from. They are not renowned for their intelligence or for working alone.

ing to avoid making the team too biased towards one attribute and lacking in another.

Your team has been hired by the Lords of Waterdeep to investigate the source of evil lurking in the sewers beneath the city. Your party will soon discover that this isn't going to be any Sunday afternoon stroll as the sewers are crammed full of traps for the unwary traveller, puzzles will need solving and, of course, there are dozens of creatures that have mutated in the incestuous environment.

The adventure through the underground network is a treacherous one and you will do much backtraking before you visit every location you need to. As you progress, you'll uncover a plot to destroy the whole city of Waterdeep, so you must act as swiftly as possible to save its downfall. Most RPGs are what you could describe as deep, but only *Beholder* allows you to easily get to the "deeper" parts of the game. Try it out for size, you never know, you might like it.

No obvious way of opening this door, maybe it's worth forcing it but you ought to look around for a hidden switch or pressure pad. Rich seems to be knocked out cold at the moment so either some rest or some magic will be needed soon. Typical of Rich, lying down on the job.

## HELP! I'M SINKING...

**Okay, this game may be easy to get into, but we never said it wasn't a tough cookie to crack. US Gold understand all your problems and so for anyone sinking in the sewers the Birmingham crew are putting together a hint book. Just £8 and you can be master of the sewers. US Gold are at Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: (021) 6253366.**

**AMIGA (1MB)**

GRAPHICS 87%
✓ Richly detailed 3-D scenery.
✓ Huge sprites to fight.

SOUND 85%
✓ Well 'ard fighting grunts and groans.
✓ Just wait till you hear the death cry.

PLAYABILITY 91%
✓ Very easy to get into, simple controls.
✓ Hundreds of hours of exploration.

**SSI/US GOLD £29.99 ● OUT NOW** **91%**

**IBM PC**

GRAPHICS 89%
✓ Very detailed in VGA.
✓ Good use of lower display modes.

SOUND 86%
✓ Supports major sound cards
✓ Atmospheric battle noises.

PLAYABILITY 92%
✓ Amazing depth of gameplay.
✓ Beats *Dungeon Master* at its own game.

**SSI/US GOLD £29.99 ● OUT NOW** **92%**



A: A sweet-tasting sandwich that never forgets.

RAVE

# BRAT

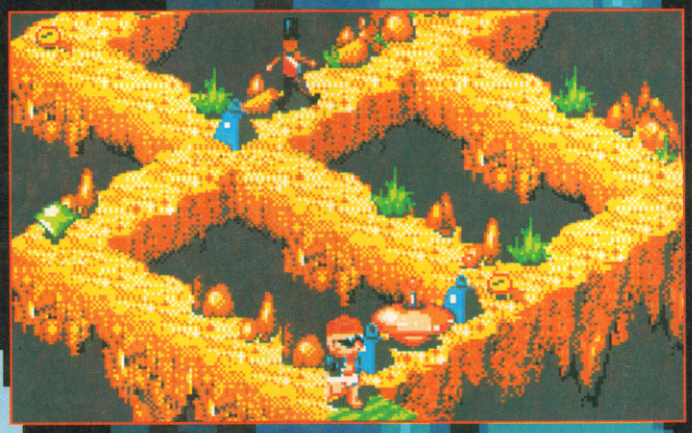
Brat takes swimming lessons. But those toy boats don't look like toys any more, never mind though, your submarine icons will sink them without a trace. But as for the sharks...

*The leather jacket, the shades, the Billy Idol sneer. How could little Nathan not be related to Les "Babyface" Ellis?*

Ahh, isn't he cute? Little baby Nathan is such an angelic little love, he never does anything wrong and his mother and father are the proudest parents you could ever meet. And now the clock has struck seven and it's time for little Nathan to toddle off to bed. His parents do the same, content in the knowledge that young Nathan will have a quiet night.

Little do his parents realise, but as soon as Nathan gets beneath the covers he becomes a different person. For when Nathan is asleep, he is no longer happy with the nappy and romper suit, no sir, this streetwise kid dons the leather jacket (no tassles), trendy Ray-Ban shades and extra wide peaked cap to enter a dream world where you don't have to go looking for trouble, it finds you.

You must guide Nathan around the landscape by placing arrows in front of him using the mouse. Nathan changes direction as soon as he steps on an arrow, which can mean real trouble if you don't have enough Stops or U-turns to prevent Nathan going the wrong way. As you'll have gathered, direction changes are limited, not to a specific number but to the amount of money you have. Money is gained by picking up the



**A**
Nathan, the brat, hero and proverbial pain in the ass.

**B**
Pick up this bone and put it in your pocket; it might come in useful later.

**C**
How many more times Nathan can be woken before his parents come in.

**D**
The amount of money you have left.

**E**
Baby bottles let you restart from where you fell off the pathway.

**F**
This symbol will stop the screen scrolling when activated.

**G**
This symbol reverses the scrolling when activated

**H**
The directional icons to guide Nathan.

**I**
This will stop Nathan dead in his tracks.

**J**
The rubbers will erase any icons that you put in the wrong place.

**K**
These are the pockets that you can fill with the icons you pick up on your way down the path.

**L**
These bridge pieces will fill any gaps in the landscape.

**M**
This is an extra bridge icon to pick up.

**N**
This toy doll icon will fit in your pocket and stop any toy soldiers from tonking you.

Moonbase level: this condition isn't terminal (groan). Don't stop to admire the view as that robot looks fierce and the scroll icon is not far away. There are loads of icons about but your pockets are nearly full so choose wisely.

coins that are placed randomly throughout the three levels.

Nathan also has some *incredibly* large pockets (well, you know what those Baby-Gro suits are like). Using these pockets, Nathan can store up to 11 of the items that are scattered around Nathan's dream land. And being *Nathan's* dream land, they aren't the normal ice-cream cones and lollipops you might expect, they are more like dynamite to blow up obstructions and signs to stop any traffic.

"But what's the object of this whole dreamy affair?" you ask. Well, simply, you must stop Nathan waking up from his dream. Nathan is woken by anything that scares him, so make sure he doesn't walk into anything deadly or accidentally fall off the edge of the platform. If this is all getting to sound a bit like *Lemmings*, then you won't be surprised to hear of a super intro sequence. But the comparison to *Lemmings* is only skin deep, as the whole perspective and interactive elements are quite different. *Brat* is also a bit easier to get into, mainly due to the larger characters and the feeling of control you have over Nathan. However, if you can't wait for *Lemmings II*, catch a-hold of *Brat*.

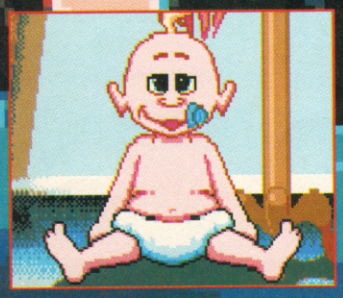
That bubble gum you were chewing has got slightly out of hand. Don't go too near the fire, didn't your mother ever tell you not to play with matches? That baby bottle means that when you lose a life you can restart where you left off.

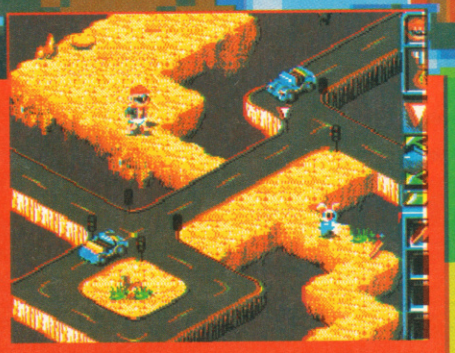
**AMIGA**

| | |
|---|---|
| GRAPHICS | 89% |
| ✓ Fantastic intro and game over scenes. | |
| ✓ Big levels, well-defined icons. | |
| SOUND | 85% |
| ✓ Brilliant speech at start and end. | |
| ✓ In-game music is quite fun. | |
| PLAYABILITY | 93% |
| ✓ Loads of cute appeal, great fun to play. | |
| ✓ Easy to control; very addictive. | |

MIRRORSOFT £24.99 ● OUT NOW **91%**

**ATARI ST** MIRRORSOFT £24.99 ● OUT NOW





I wonder if the Green Cross Code man is coming. Now remember kids, don't talk to strangers – but it's alright to let this big, strange man in a green and white costume, wearing tights hold your hand and take you across a street. Huh, and they wonder why the kids are screwed up in the head.



...with a baseball bat." (The Ramones)

# SUPER CARS 2

*Having proved himself by being the highest scoring driver out of all the computer journos at Brands Hatch, RAZE wonders why Julian Boardman is still mind-numbingly hopeless at driving games*

AMIGA

GRAPHICS 81%
✗ Slightly iffy collision dectection.
✓ Great artwork for conversation screens.

SOUND 78%
✗ Limited sound effects during race.
✓ Up-beat tune.

PLAYABILITY 89%
✗ How about a password system?
✓ Highly addictive for one or two players.

GREMLIN
£24.99 ● OUT NOW
85%

ATARI ST
GREMLIN
£24.99 ● OUT NOW

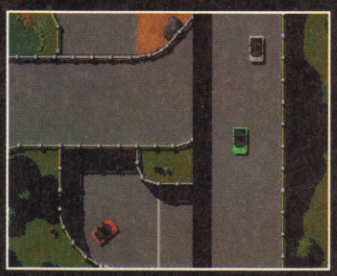
Anyone remember TCR? Totally Controlled Racing? Possibly the best ever racing game to clutter the living rooms of a nation. The thing that made it so great was that you could change lane at will, and jumps were easier because you didn't have to land in a slot. Sadly, though, I was just too poor to afford one, and anyway the cardboard box we lived in just didn't have the space.

But now I've moved up in the world (the box now has two rooms and a plastic tarpaulin for a roof) to the status of a media superstar, I get to play the next best thing, *Supercars 2*!

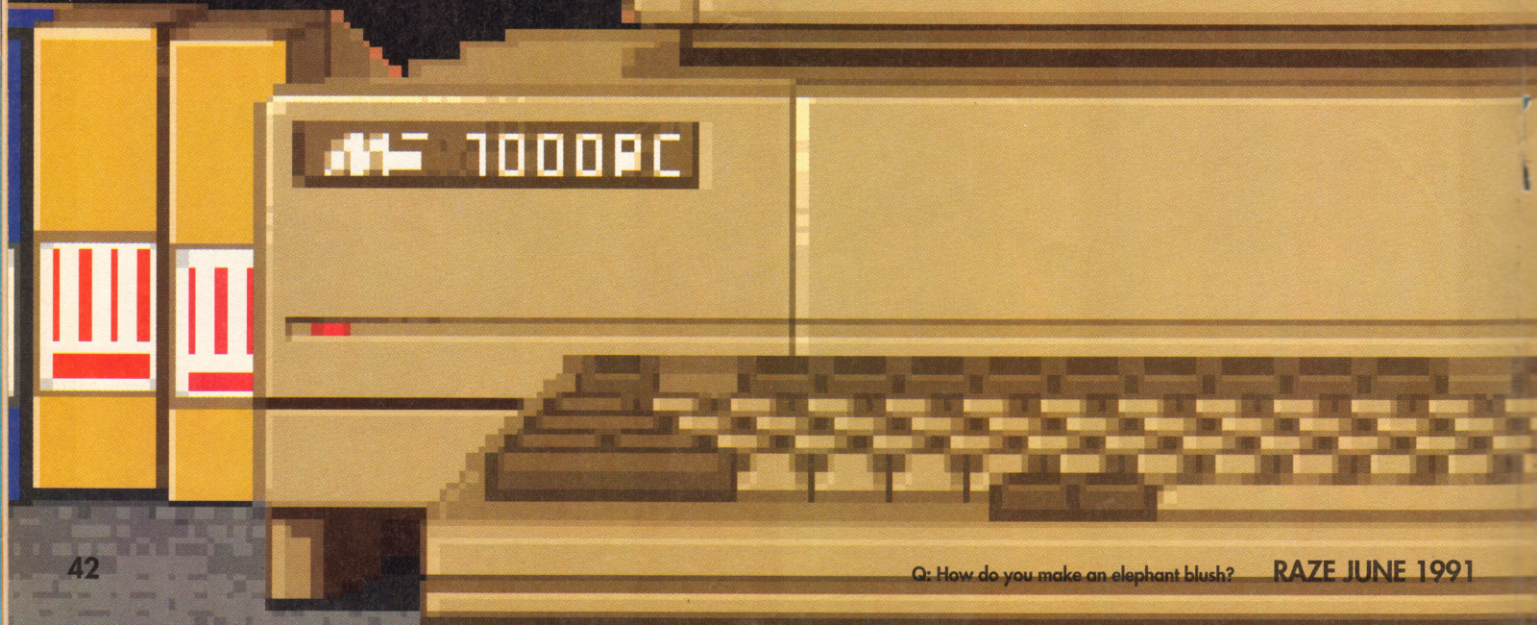
The follow-up to Gremlin's hugely successful *Supercars* of 1990 could have done with a more imaginative title. But I might forgive them because whatever the name may lack in flair and style, the game itself certainly makes up for.

Programmed by the same team responsible for the RAZE Raved *Lotus Esprit Turbo Challenge*, Magnetic Fields, *Supercars 2* presents three levels of difficulty comprising a total of 21 tracks, and a chance to race head to head against a human opponent in a split screen two-player version. This feature was one of the major plusses behind *Lotus* and makes it not only a sequel but an improvement on the original.

The races are between ten cars, the human player(s) taking up to two of the cars, distinguished from the grey computer cars by their red and green paintwork. Your position on the grid works the same as *Lotus* did, you come first in a race then you start at tenth in the next, third you start at seventh and so on. For first place you get ten points, then one point less for each successive place



Two-player mode provides all the thrill of beating your mate hollow when he comes round for a chat after nicking your girlfriend. And if you can't get past him, just blow him to bits with a missile. The screen on the left centres on the red car of player one, while the righthand screen moves independently to follow the fortunes of the green car of player two.



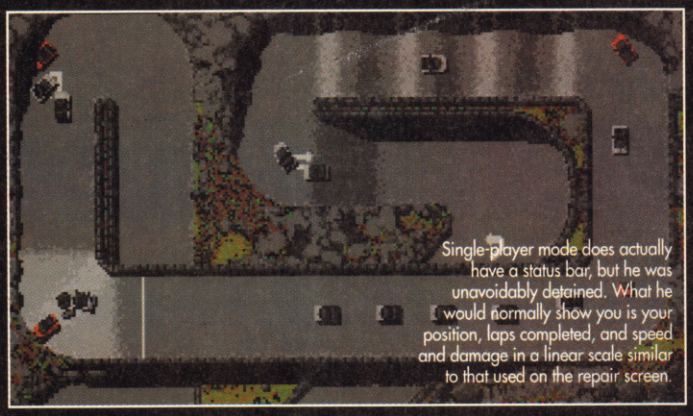



Q: How do you make an elephant blush?

you drop behind. However, should you finish below fifth, you will not be allowed to race again.

Prize money is awarded at the rate of £8,000 for first place and dropping £500 for every place behind. But what do you spend it all on? Well, first of all there is repairing the damage that all the other buggers went and callously did to your beautiful car. Then you go into the shop where you can buy loads of missiles to get the sods back. You can also buy things like armour, bigger engines, homing missiles, mines, turbos, nitros, the usual selection of goodies. The weapons make for a really great bit of revenge therapy, just imagine every one of the white cars has a little "Taxi" sign on the roof... In between races, you will come to a "Conversation Screen" where you will be presented with a few multiple choice questions by anyone from the D.O.T. inspector, to a flirtatious Greenpeace campaigner, to the executor of your long lost uncle's will. Any of these screens will either give you the opportunity to earn a bit of money, save yourself from a fine, or a loss of championship points.

The game itself has lost the untidiness of the original, and is just as addictive and playable, if not more so with the addition of a wider range of weapons and some infernally difficult tracks to fight your way through. When it comes to the track, Gremlin are still in pole position.



Single-player mode does actually have a status bar, but he was unavoidably detained. What he would normally show you is your position, laps completed, and speed and damage in a linear scale similar to that used on the repair screen.

## SUPER STUFF

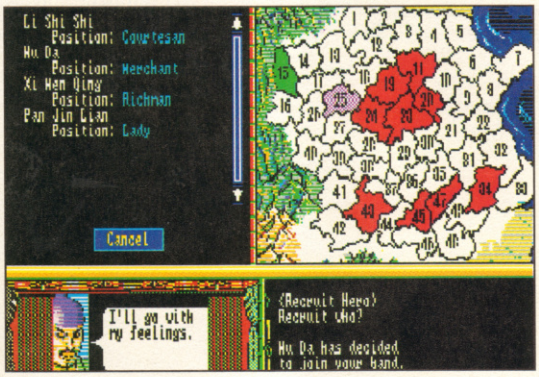
**Missile** – Fires forwards/backwards in a straight line. Useless on winding tracks.
**Homer** – Not, as you might think, Bart Simpson's father, but a missile that follows the centre of the track until it hits someone. Useful on winding tracks.
**Super** – Buzzes around your car for a short time destroying anything it hits. Useful when a few of you get stuck at a corner.
**Mines** – Destroy anything that hits them but self destruct after a short while. Again, useful on corners or winding roads.
**Armour** – Makes your car less susceptible to damage. Costs more than it's worth.
**Ram** – Instant destruction for any car that gets in your way. Overpriced.
**Engine** – Improves top speed and acceleration. Worth purchasing if you have enough spare cash.
**Nitro** – Gives a short-lived boost. Unnecessary on earlier levels but later tracks that feature a series of jumps mean that you may need this if you can't get enough of a run up.

# BANDIT KINGS OF ANCIENT CHINA

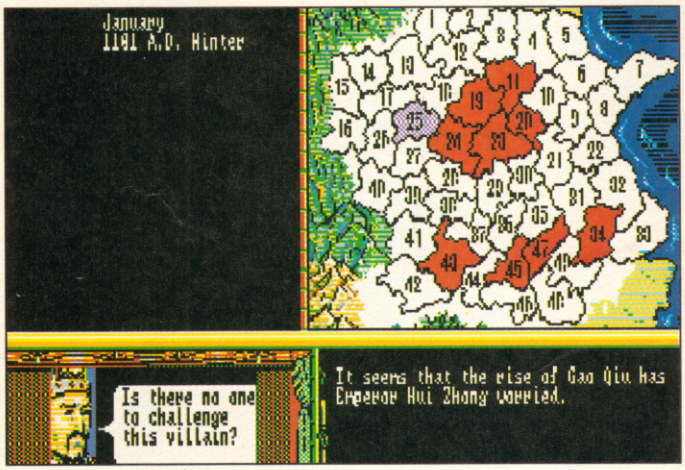
*Looking for any excuse to stuff loads of chocolate into his mouth, Les Ellis grabs* Bandit *in an attempt to beat Jools in a choccy biccy eating contest (gross)*

There's a disease in old China, that disease is crime. The Emperor had no control over the epidemic, and the whole of his Song Dynasty is under the constant threat of invasion from the Jin Empire in the north. As if that weren't bad enough, Emperor Hui Zhong also has an enemy within his own parliament, for the country's own Imperial Minister fancies himself as a bit of a world leader (if you know what I mean). Gao Qiu is already up to mischief, so it is he you must deal with first.

Your quest comes to a bloody end as you suffer defeat at the hands of Gao Qiu. Your fate is inevitable, just as well it's only a game...



This hero goes with his feelings. Just as well for you that he did as recruiting men could be the key to your success in *Bandit Kings*.




When you have settled a land, you get a bigger range of orders to choose from. Just remember to keep your finances high and your people well fed.

Qiu has exiled all the heroes and replaced them with evil, ass-kissing desperados. But all the men in exile have formed together to become Good Fellows and have pledged themselves to rid China of this evil man (hooray!).

Up to seven players can participate in *Bandit Kings*, each taking control of one of ten Good Fellows. Your primary task is to stop Gao Qiu from taking control of China, although if another Good Fellow gets there before you, the game is finished. However, you should not really compete against another Fellow, it is far better to form alliances which will ensure Qiu's death is sooner rather than later. But always hovering in the background is the threat of invasion from the Jin Empire, which eventually comes in 1127 AD if you fail to kill Qiu.

Exile is a hard place to fight a battle from, so you must first get the support of the people around you, which generally means riding around the place being nice to everyone. Eventually, you'll be able to try for a bit of China, and when you are friendly with enough little Chinamen, the Emperor Hui Zhong will allow you to fight Gao Qiu.

It's pleasant surprise to play a war game where your ultimate goal isn't to take over the country/world, moreover to actually help someone apart from yourself. *Bandit Kings* certainly scores high in content too; the game is absolutely packed with information. The options are also impressively comprehensive, with a super manual to help you out. I could never envisage this on console, so perhaps computers will survive 1991 after all...

**IBM PC** KOEI/INFOGRAMES £34.95 ● OUT NOW

**AMIGA**

GRAPHICS **76%**
- ✓ Impressively detailed main map.
- ✓ Great range of figures and animations.

SOUND **82%**
- ✓ An oriental ditty plays throughout.
- ✓ Spot effects include some speech!

PLAYABILITY **88%**
- ✓ Welcoming and addictive.
- ✓ Four scenarios, ten Fellows, 49 lands...

KOEI £34.95 ● OUT NOW **85%**



Q: What are the largest ants in the world? A: Elephants!

# PROTON SOFTWARE

VISA

**TEL: ORDER LINE 0462 686977**
**PERSONAL CALLERS WELCOME**

Access

## AMIGA TOP 30

| | |
|---|---|
| GOLDEN AXE | 16.99 |
| LEMMINGS | 16.99 |
| CHASE HQ II | 16.99 |
| SUPREMECY | 18.99 |
| LOTUS ESPRIT | 16.99 |
| MANCHESTER UTD | 12.99 |
| SPELLBALL II | 19.99 |
| KICK OFF II | 13.99 |
| POWERMONGER | 19.99 |
| TEAM YANKEE | 19.99 |
| CARV UP | 15.99 |
| ELVIRA | 19.99 |
| M1 TANK PLATOON | 19.99 |
| PRINCE OF PERSIA | 14.99 |
| JAMES POND | 12.99 |
| TOYOTA CELICA | 16.99 |
| BOXING MANAGER | 15.99 |
| MAGICIAN | 19.99 |
| BUCK ROGERS | 22.99 |
| CHESS CHAMP | 17.99 |
| SUPER OFF ROAD | 16.99 |
| ZOUT | 16.99 |
| AMOS | 35.00 |
| WALL ST WIZARD | 16.99 |
| FLIP-IT | 12.99 |

## IBM PC TOP 30

| | |
|---|---|
| MANCHESTER UTD | 12.99 |
| KICK OFF II | 16.99 |
| SUPER OFF ROAD RACER | 16.99 |
| TEST DRIVE III | 19.99 |
| WONDERLAND | 22.99 |
| WALL STREET WIZARD | 19.99 |
| ISHIDO | 19.99 |
| PRINCE OF PERSIA | 17.99 |
| BOXING MANAGER | 16.99 |
| ANCIENT ART OF WAR | 16.99 |
| P.G.A. TOUR GOLF | 16.99 |
| BATTLE CHESS II | 19.99 |
| MONTY PYTHON | 16.99 |
| M1 TANK PLATOON | 22.99 |
| SIM CITY | 19.99 |
| BATTLE OF BRITAIN | 19.99 |
| GUNSHIP | 24.99 |
| PIPEMANIA | 16.99 |
| KLAX | 16.99 |
| MIG 29 | 19.99 |
| MEMORY MATE | 22.99 |
| 688 ATTACK | 22.99 |
| CHESS SIMULATOR | 19.99 |
| ATF II | 19.99 |
| TEAM YANKEE | 22.99 |
| GREMLINS II | 19.99 |
| MURDER | 19.99 |
| ANCIENT BATTLES | 19.99 |
| FLIP-IT | 12.99 |

NAKSHA UPGRADE MOUSE FOR AMIGA AND ATARI ST AT £25.00

**Please state disc size when ordering**

NAKSHA SERIAL MOUSE FOR IBM PC AND COMPATS AT £30.00

## COMPILATIONS

| | | | |
|---|---|---|---|
| **SEGA MASTER MIX**<br>**AMIGA & ST 19.99**<br>SUPERWONDERBOY, DYNAMITE DUX, CRACKDOWN, TURBO OUTRUN, ENDURO RACER | **SPORTING GOLD**<br>**AMIGA & IBM PC 19.99**<br>CALIFORNIAN GAMES, THE GAMES WINTER EDITION, THE GAMES SUMMER EDITION | **MIND GAMES**<br>**AMIGA ST & PC 14.99**<br>WATERLOO, CONFLICT EUROPE, FINAL FRONTIER<br>* PC Version FINAL FRONTIER replaces CONFLICT EUROPE | **CHALLENGERS**<br>**AMIGA ST & PC 19.99**<br>BOMBER, STUNT CAR RACER, PRO TENNIS TOUR, SUPER SKI, KICKOFF<br>* KICKOFF not available on PC versions |
| **FULL BLAST**<br>**AMIGA ST & IBM 19.99**<br>FERRARI FORMULA ONE, P47, CARRIER COMMAND, RICK DANGEROUS | **POWERPACK**<br>**AMIGA & ST 14.99**<br>**IBM PC 16.99**<br>XENON II, TV SPORTS FOOTBALL, BLOODWYCH, R.A.C. RALLY<br>PC version DEFENDE OF CROWN replaces BLOODWYCH | **WHEELS OF FIRE**<br>**only AMIGA 12.99**<br>HARD DRIVIN, TURBO OUTRUN, CHASE HQ, POWERDRIFT | **HOLLYWOOD COLLECTION**<br>**AMIGA & ST 19.99**<br>BATMAN THE MOVIE, ROBOCOP II, INDIANA JONES LAST CRUSADE, GHOSTBUSTERS II |
| **T.N.T.**<br>**AMIGA & ST 18.99**<br>HARD DRIVIN, XYBOTS, APB, TOUBIN, DRAGON SPIRIT | **HERO'S**<br>**AMIGA & ST 18.99**<br>LICENCE TO KILL, RUNNING MAN, BARBICAN II, STARWARS | **PLATINUM**<br>**AMIGA & ST 19.99**<br>STRIDER, BLACK TIGER, FORGOTTEN WORLDS, GHOULS & GHOSTS | **MAGNUM 4**<br>**AMIGA & ST 16.99**<br>OPERATION WOLF, AFTERBURNER, DOUBLE DRAGON, BATMAN CAPED CRUCADER |

| *PRODUCT* | *FORMAT* | *COST* |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| *TOTAL* | | |

*P/O Cheques payable to: PROTON SOFTWARE*
*New releases sent onday of release.*

*Send to:*
PROTON SOFTWARE,
ENTERPRISE HOUSE,
BLACKHORSE ROAD,
LETCHWORTH,
HERTS SG6 1HL
Tel: (0462) 686977
Fax: (0462) 673227

NAME .....

ADDRESS .....

.....

TEL NO .....

# TELEGAMES

☎ (0533) 880445/813606/889989
FAX 0533 - 813437

EUROPE'S LARGEST STOCK OF VIDEO GAMES

**We stock games and cartridges for all of the following -**

WHY WAIT? ORDER NOW !!! FAST DELIVERY.

CBS COLECO VISION™

INTELLIVISION

ATARI

Nintendo

GAME GEAR HANDHELD

SEGA MEGA DRIVE

LYNX 2600 and 7800

NINTENDO GAMEBOY

PC Engine

PCGT HANDHELD

SEGA

SNK Neo-Geo

PC SUPER GRAFX

Nintendo SUPER Famicom

## NEW FOR NINTENDO

**'WHAT VIDEO GAME' 2 HOUR VHS FILM SHOWS OVER 400 GAMES FOR MOST SYSTEMS SPECIAL PRICE £7.95 plus 2.00 P+P**

IF ITS AVAILABLE WE STOCK IT !!!

ESTABLISHED FOR OVER 14 YEARS

* FOR FULL DETAILS SEND **LARGE SAE TO - TELEGAMES**
KILBY BRIDGE, WIGSTON, LEICS LE8 1TE

The Leading Video Game - Specialists.

# DICK TRACY

*"Ellis, we need a review by 5:30pm." "No problem, boss. I'm on my way."*

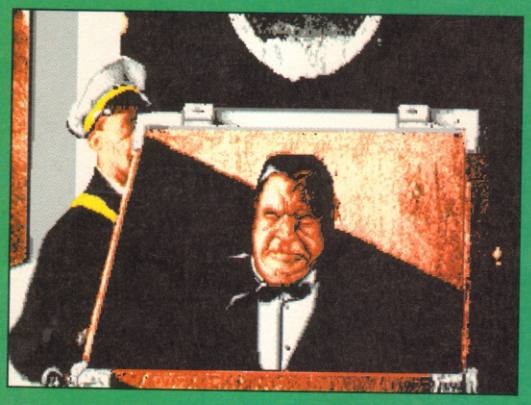
As soon as Disney revealed Touchstone Pictures (Disney's adult arm) were making the cult cartoon character Dick Tracy into a major movie, it was inevitable that a computer game would soon follow. Although, to hope that the game would appear "soon" seems to have been a bit optimistic, for the film in now almost a year old.

You play the man in the yellow flasher mac as he declares war on the mob. Dick has decided to clean the city of the disorder created by Big Boy Caprice and all his gangster cronies. But there are few people on Dick's side, and the corruption goes all the way to city hall.

There are six levels to battle through, each with its own sub-stages. When a level is completed, you'll be invited to take part in a bonus stage where you can gain extra credits. There are basically two types of enemy that you will come across. The first lot hide out in the background, appearing in windows, doors, etc, and can only be shot with your tommy gun. The second, braver lot charge at you, and these too can be shot, although on some levels you will have to punch them.

Each level has its own gangland boss, ranging from Lips Manliss and Pruneface to Flat Top and finally Big Boy himself. Sadly for us, Breathless Mahoney doesn't get a look in.

Hah! One of the advantages of having a computer/film tie-in is that you can kill off the main character if he gets too big for his boots. Dick always dies in spectacular fashion, usually crumpling up in his yellow flasher mac.



When the going gets tough, the tough get going – so I'm out of here. On some levels, you are informed that both of your guns have mysteriously run out of bullets. This means that you have to face the mob with only your bare hands. Luckily, your legs are still working so you can jump out of the way if necessary.

Although the game is essentially a shoot-'em-up, it does contain some innovative elements. For a start the control method is a bit weird, using button A to fire a pistol/punch (for baddies on the same level as you), button B to jump and button C for shooting the tommy guy at the background sprites. The system is very useable on the Mega Drive, but the Master System suffers immensely from its lack of buttons. This not only makes the MS game awkward, but combines with the poor graphics to make it unplayable. Both versions, though, have some superb cartoon sequences to keep the "plot" going.

I don't think I can ever remember there being such a difference between Sega versions. But *Dick Tracy* is truly unplayable on the 8-bit, while Mega Drivers will be laughing themselves silly. The 16-bit computer versions have mysteriously failed to turn up at the RAZE offices for review, although the game has been in the shops for months. Word on the street, though, is that it's not worth bothering with. (The same palaver happened with *Turtles*...)

**AMIGA** DISNEY/TITUS £24.99 ● OUT NOW

**ATARI ST** DISNEY/TITUS £24.99 ● OUT NOW

**MASTER SYSTEM**

GRAPHICS 37%
✗ Pathetically small and blocky graphics.
✗ Empty backdrops.

SOUND 33%
✗ No Oscar-winning stuff here.
✗ Poor spot effects, no originality.

PLAYABILITY 35%
✗ Repetitive and boring.
✗ Hopeless control method; too slow.

SEGA £29.99 ● OUT NOW **34%**

**MEGA DRIVE**

GRAPHICS 83%
✗ No extra large Madonna sprite.
✓ Good use of colour on large sprites.

SOUND 68%
✗ Short, uninspired soundtrack.
✓ Good machine gun and pistol effects.

PLAYABILITY 81%
✓ Six levels, loads of stages and bonuses.
✓ Non-stop blasting and dodging.

SEGA £34.99 ● OUT NOW **80%**

# GUNFIGHTER

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER FOR CASH PRIZES

**0898 31 35 69**

INFODIAL POBox 36 LS1 4TN Call Charges 33P/Min Cheap 44P/Min All Other Times

# MEGAHIRE

| MEGADRIVE | | SUPER FAMICOM | | HARDWARE | |
|---|---|---|---|---|---|
| MICKEY MOUSE | £25 | PILOT WINGS | £40 | MEGADRIVE WITH MICKEY MOUSE | £145 |
| STRIDER | £25 | GRADIUS III | £40 | SUPER FAMICOM (SCART) + 2 GAMES | £299 |
| HELLFIRE | £25 | SUPER MARIO WORLD | £40 | HAND HELD PC ENGINE WITH GAME | £280 |
| CRACKDOWN | £25 | ACT RAZOR | £40 | | |
| MIDNIGHT RESISTANCE | £38 | FINAL FIGHT | £45 | | |
| SONIC THE HEDGEHOG | CALL | | | | |

(Ring for Brand New + Second Hand lists on both Machines)

**All items sent by Recorded Delivery.**

Make Cheques + P.O. Payable to **MEGA HIRE**. Add £1 per item p+p, Consoles Add £5.

**2 Darfield House, Darfield Court, Tickhill, Doncaster, DN11 9HV**
**Telephone & Fax: (0302) 751428 8am to 8pm 7 Days**

Trade & Export Enquiries welcome.

# PORTABLE POWER

## ATARI LYNX

**Atari Lynx including power supply & comlynx adaptor .....£95**
**Atari Lynx supplied on its own .....£75**

| | | | |
|---|---|---|---|
| Warbirds | 27.50 | Ms PacMan | 27.50 |
| Fidelity Chess | 32.50 | Road Blasters | 27.50 |
| Ninja Gaiden | 27.50 | Slimeworld | 27.50 |
| World Soccer | 27.50 | Xenophobe | 27.50 |
| Blue Lightning | 27.50 | Rampage | 27.50 |
| Chips Challenge | 27.50 | Robo Squash | 27.50 |
| Electrocop | 27.50 | Rygar | 27.50 |
| Gates of Zendecon | 27.50 | Shanghai | 27.50 |
| Gauntlet 3rd Encounter | 32.50 | Paperboy | 27.50 |
| Klax | 27.50 | Zarlor Mercenary | 27.50 |

## GAME BOY

**Nintendo Game Boy supplied with free adaptor, earphones & Tetris.....£65.99**

| | | | |
|---|---|---|---|
| Double Dragon | 18.99 | Spiderman | 18.99 |
| Balloon kid | 18.99 | Super Marioland | 18.99 |
| King of the Zoo | 18.99 | Tennis | 18.99 |
| Revenge of the Gaitor | 18.99 | Qix | 18.99 |
| Kwirk | 18.99 | Solar Striker | 18.99 |
| Fortress of Fear | 18.99 | Alleyway | 18.99 |

*Please make cheques payable to The Words Works Ltd*
*or pay by credit card and send details to:*
**Mail Order, The Words Works Ltd, FREEPOST (SN 1543), Trowbridge, Wiltshire, BA14 8YA.**
**Or place your order by phone on 0225 765086**

# CONSOLE QUEST

Access VISA

Tel: (0903) 63786/693623 Fax: (0903) 692744
Office Hours: 10am-1pm 2-7pm Mon to Fri

## DO YOU KNOW, RAZE HAS 50,000 READERS. NO WONDER THE WORLD'S GOING BATS! SEE YOU GAMESTERS AT THE COMPUTER SHOPPER SHOW ON 10-12 MAY.

At CQ, we like to think we know our games, whatever the games machine, we play them. But playing the games comes second to our main reason for being here. We genuinely try to provide the best, most efficient, the quickest and, hopefully, friendliest service that you can find. Please give us a try to see what we are like.

Since the 1980's, we have provided games & machines for the true gaming enthusiast. The Console market. We supply both hardware & software for the MEGADRIVE, FAMICOM, LYNX, NEO-GEO, PC ENGINE, GAME-GEAR & GAMEBOY. How about a GAMEBOY plus game of your choice from £69.50. A MEGADRIVE FOR £135, PC ENGINE GT + 2 GAMES £285!

Our stocks include the following games, (all at smashing prices).

**GAMEBOY**
NEBUNGAS AMBITION
ROBOCOP
POWER MISSION
DRAGONS LAIR
ROLAN'S CURSE
FASTEST LAP
LOOPZ

**PC ENGINE**
JACKIE CHAN
S.C.I
FINAL MATCH
ST DRAGON
PRO WRESTLING
RABIO LEPUS
PARASOL STARS

**MEGADRIVE**
GYNOUG
SUPER AIR WOLF
MONSTER HUNTER
MIDNIGHT RES
DICK TRACY
MAGICAL HAT
VERYTEX

**NEO-GEO**
BASEBALL
GOLF
JOY JOY KID
VIETNAM - '75
RIDING HERO
LEAGUE BOWLING
CYBERLIP
SUPER SPY

+ Lots, lots more for all formats

We run the OFFICIAL U.K. RENTAL club for NEO-GEO GAMES.
We also have our own CQ CLUB. Please ring for full details.

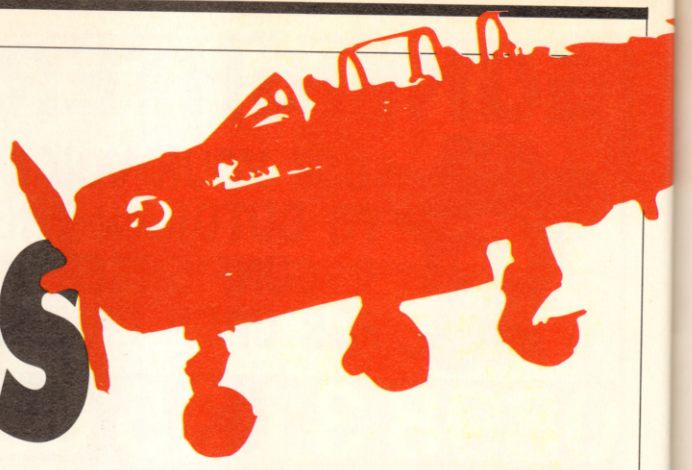
At CQ, we have "pre-owned" games for PC ENGINE, MEGADRIVE, GAMEBOY, LYNX& FAMICOM.
Prices range from £9 to £35 for the games. We sell used machines as well. Finally, you can exchange in your games too!

We are here to help you obtain the maximum pleasure from your machine. At Console Quest, we play them too, you know!

AS STATED ABOVE, CQ WILL BE AT THE COMPUTER SHOPPER SHOW AT ALEXANDRA PALACE ON 10-12 MAY. COME ALONG FOR A BIT OF TRADE. (ALSO BRING YOUR PLASTIC, DOSH, OLD GAMES, CHEQUES & MORE DOSH).

CONSOLE QUEST, 1 ASHACRE MEWS, OFFINGTON, WORTHING, W.SUSSEX BN13 2DE

# WARBIRDS



*Fighting his fear of flying, Les Ellis leaped into the skies only to discover he had left the plane on the ground. As usual, Julian Boardman was there to lick up the leftovers*

Atari's latest, Warbirds, puts you in the cockpit of a WWI plane – your only weapon a strong stomach and a few rounds of even stronger lead. You've got to pit your wits against a host of enemy pilots who are all overly intent on shooting you down – can't think why.

Before embarking on one of the many perilous missions, you can determine just how tough the opposition will be. You can elect to remove the collision detection so you can hit enemies with your plane as well as your bullets; you can choose to take unlimited, minimal, tournament or critical damage; have limited or unlimited ammo; and choose any number of lives between one and an unlimited supply. Finally, there's a choice of duelling and flight simulator modes.

The result of all this is that conventional cheats for unlimited lives and stuff like that will be useless – hah!

There are six missions to be flown ranging from a milk run for beginners to taking on a swarm of enemy planes for those that think they've got what it takes.

The flying sequences are incredible for the Lynx and must push the machine close to its limit. Solid 3-D graphics move at fantastic speeds and great use has been made of the Lynx's neat rotate and zoom hardware. During two-player dogfights the game really comes into its own. Warbirds is a very brave attempt by Atari to produce a Wings-like game on the Lynx. Happily they've succeeded brilliantly.

The game reviewed was on a pre-production EPROM, so whether all the options mentioned will be available in the final version is uncertain. No-one at Atari could say either. It certainly looks as though the game is missing something as combat and flight simulator modes appear to be identical.

And to be able to play incessantly without any worry of damage or lack of weaponry, seems very odd. Still, what was available looked and played exceptionally well.

## THE ACE RACE

**Here are some of the top aces from WWI for you to compete with:**

| | |
|---|---|
| Red Baron | 80 kills |
| Rene Fonck | 75 kills |
| Edward Mannock | 73 kills |
| William Bishop | 72 kills |
| Ray Collishaw | 60 kills |
| Ernst Vdet | 52 kills |
| Werner Woss | 48 kills |

On some of the missions the opposition will gang up on you. That's really not playing fair, is it? You'll just have to show them what for and take them down one at a time. As soon as they start smoking (nasty habit) you know that they are ripe for picking off, but be careful as they can still shoot and look after their own.

WWI dogfighting comes to the Lynx with *Warbirds*. Have you got what it takes to survive horrendously vicious scraps with the enemy? Have you the nerve to avoid collisions? Will you remove your planes invulnerability? Will you limit your ammunition? Will I ever stop asking such stupid questions?

3-D landscapes, you'll never be able to shoot that building, so don't bother trying. Use the cloud cover to your advantage before the enemy does the same; get above and behind him and dive in. A couple of dozen hits should do the job nicely.

**ATARI LYNX**

**GRAPHICS 89%**
✓ Exceptional fast, solid 3-D sequences.
✓ Superb digitised stills throughout.

**SOUND 78%**
✗ Generally shoddy effects for the Lynx.
✓ Up and at 'em title tune sets the scene.

**PLAYABILITY 87%**
✓ The customising feature adds variety.
✓ Excellent for two-player dog fights.

**ATARI**
**£29.99 ● OUT NOW**
**86%**



A fjord is a Norwegian car!

# DREAM MACHINES

**Sega Megadrive (PAL)** .....£125
(plays British, American, Japanese Games) + Turns 90% of Japanese text to British + Mickey Mouse.

**Super Famicon (Pal or Scart)** .....£269
Including any 2 games.

**Sega Gamegears** .....£139
+ Free Game

**Neo-Geo** .....£479
+ 2 Joystick + Free Game

**PC Engine GT** .....£289
Handheld

### MEGADRIVE GAMES

| | £ |
|---|---|
| Mickey Mouse | .22 |
| Magical Hat | .23 |
| Shadow Dancer | .23 |
| Crackdown | .23 |
| Wonderboy III | .23 |
| Gainground | .23 |
| King of Animal | .23 |
| Darwin 4081 | .23 |
| USA Basketball | .23 |
| DJ Boy | .23 |
| Ghostbusters | .23 |
| Hellfire | .23 |
| ESWAT | .23 |
| Strider | .25 |
| Dynamite Duke | .25 |
| Dangerous Seeds | .25 |
| Elemental Master | .25 |
| Granada | .26 |
| Battle Golfer | .26 |
| Volfied | .27 |
| Joe Montana | .27 |
| Master Hunter | .27 |
| Battle of Bahama | .28 |
| Dick Tracy | .28 |
| Star Cruiser | .28 |
| Hard Driving | .28 |
| Gynoug | .29 |
| Garies | .29 |
| John Maddens | .32 |
| James Pond | .32 |
| Tiger Heli | .32 |

### FAMICOM GAMES

| | £ |
|---|---|
| F-Zero | 39.95 |
| Bombuzal | 39.95 |
| Populous | 39.95 |
| Act Razor | 39.95 |
| Superman | 39.95 |
| Final Fight | 39.95 |
| Gradius III | 39.95 |
| Pilot Wings | 39.95 |
| Mario World | 42.95 |
| R-Type II | 42.95 |

### GAME GEAR GAMES

| | £ |
|---|---|
| Woody Pop | 19.95 |
| Wonderboy | 19.95 |
| G-Lok | 19.95 |
| Columns | 19.95 |
| Warehouse | 19.95 |
| Physic World | 19.95 |
| Junction | 22.95 |
| Pop Breaker | 22.95 |
| Forbidden City | 23.95 |

| | |
|---|---|
| Kinetic C | 23.95 |
| Chase HQ | 23.95 |
| Dragon Crystal | 23.95 |
| Mickey Mouse | 23.95 |

### GAME BOY GAMES

| | £ |
|---|---|
| R-Type | 22.95 |
| Batman | 22.95 |
| Double Dragon | 22.95 |
| Turtles | 22.95 |
| Gremlins | 22.95 |

etc etc etc

### HARDWARE

| | |
|---|---|
| Sega Joypad | 12.00 |
| Arcade Power Stick | 32.00 |
| Game Light | 10.00 |
| Magnifier | 10.00 |
| Amplifier | 17.00 |
| Gameboy Carrycase | 10.00 |
| Jap Convertors | 11.00 |

Please make all cheques + P.O's payable to **Dream Machines, PO Box34, Hartlepool, Cleveland TS27 3YX.**

**Tel (0429) 231703**
Mon-Fri 5pm-9pm

**Tel (0429) 869459**
Sat & Sun 10am-7pm

Please add £1 for games.
£2 for hardware.
£5 for machines for p&p

# GAME-ON

EUROPES NO 1 NINTENDO GAMES & CONSOLE SUPPLIER
**IF NINTENDO DO IT SO DO WE!!**
THE SHAPE OF THINGS TO COME
**THE NEW SUPER FAMICOM** (NOW IN STOCK)

GAMES IN STOCK

| NINTENDO NES | | GAMEBOY | |
|---|---|---|---|
| BATMAN | £38.99 | BATMAN | £25.00 |
| PAPERBOY | £18.99 | DOUBLE DRAGON | £25.00 |
| ROBOCOP | £18.99 | LOAD RUNNER | £20.00 |
| SNAKE, RATTLE & ROLL | £23.99 | PAPERBOY | £25.00 |
| SUPER MARIO BRS II | £38.99 | SPIDERMAN | £25.00 |
| SUPER OFF ROAD | £23.99 | SUPER MARIO LAND | £20.00 |
| WORLD WRESTLING | £33.99 | WORLD BOWLING | £25.00 |

+MANY, MANY, MORE

FOR FULL PRICE LIST SEND SAE TO:
**GAME - ON**
16 SHELLY DRIVE, WELLING, KENT DA16 3NY

ALL TELEPHONE ENQUIRIES WELCOME 081 317 0480
PLEASE MAKE CHEQUES PAYABLE TO **GAME - ON**
PLEASE ADD £1 FOR POST & PACKAGE

# MEGA DRIVE

MEGA DRIVE GAMES HIRE CLUB
GAMES TOO EXPENSIVE? - WHY NOT HIRE AT PRICES FROM £1.50 TO £3.00 PER WEEK.
TOP TITLES TO CHOOSE FROM.

**ALSO EXCHANGE SCHEME £3.00**
**USED GAMES BOUGHT & SOLD**
**PART EXCHANGE YOUR OLD TITLES FOR NEW OR USED**

**CONSOLE ACTION**
**0792 584346**

130, HEOL GWYROSYDD, PENLAN, SWANSEA, W GLAM SA5 7BX
**SEND S.A.E. FOR INFORMATION AND GAMES LIST**

HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC

# MEDLANTIC HI TEC PRESENTS . . .

# THE INCREDIBLE SUMMER SALE

| | |
|---|---|
| GYNOUG | 32.99 |
| ESWAT | 19.99 |
| HELLFIRE | 19.99 |
| D J BOY | 19.99 |
| GAIRES | 33.99 |
| MICKEY MOUSE | 34.99 |
| MAGICAL HAT | 34.99 |
| S DANCER | 22.99 |
| STERIDER | 29.99 |
| RAINBOW | 26.99 |
| R ANGELS | 33.99 |
| W BOY III | 34.99 |
| ALL SECOND GAMES | 15.00 |

MEGADRIVE + ANY GAME.....139.00

NEW GAMES

| | |
|---|---|
| JAMES POND | 33.00 |
| PGA GOLF | 38.00 |
| M RESISTANCE | 37.00 |
| S AIRWOLF | 37.99 |

MORE TITLES IN STOCK.
TRADE ENQUIRIES WELCOME

ALL GOODS DESPATCHED WITHIN 24HRS.

PLEASE SEND ALL CHEQUES/POSTAL ORDERS TO:
**MEDLANTIC HI TEC LTD.**
**10 CHURCH ST**
**MARKET BOSWORTH**
**WARKS CV13 8LS**
**TEL: (0455) 291065 / (0868) 444587**

**ACCESS/VISA TAKEN**

SUPER FAMICOM + 2 GAMES
**339.99**

| | |
|---|---|
| S. MARIO 4 | 49.00 |
| F-9 | 48.00 |
| BOMBUZAL | 38.00 |
| HOLE IN ONE | 43.00 |
| FINAL FIGHT | 43.00 |
| BIG RUN | 49.00 |
| DARIUS TWIN | 49.00 |

PLEASE CALL FOR LATEST TITLES.

GAME BOY DELUXE WITH 2 GAMES + CARRYCASE
**69.95**

| | |
|---|---|
| D. DRAGON | 23.00 |
| CONTRA | 23.00 |
| B BUNNY | 23.00 |
| B GHOST | 23.00 |
| SPITERNAN | 23.00 |
| R-TYPE | 26.00 |

MORE IN STOCK

ALL SECONDHAND SEGA GAMES
**£13.00**

ALL SECONDHAND PC ENGINE GAMES
**£13.00**

ALL SECONDHAND LYNX GAMES
**£15.00**

| | |
|---|---|
| NINTENDO SYSTEM | 89.00 |
| P. GLOVE | 44.95 |
| AMERICAN GAMES CONVERT | 15.00 |
| MARIO 3 | 40.99 |
| SIMPSONS | 40.99 |
| MEGAMAN 3 | 40.00 |
| TMNT 2 | 40.00 |
| DUCK TALES | 40.00 |

MORE IN STOCK

HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC

# MOTOR PSYCHO

*As Suzy Uki might say, Julian Boardman has got something big between his legs*

Motorbikes. Big things that you sit on. That's what they mean. As if I'd brag about anything else, anyway, it's just not the done thing.

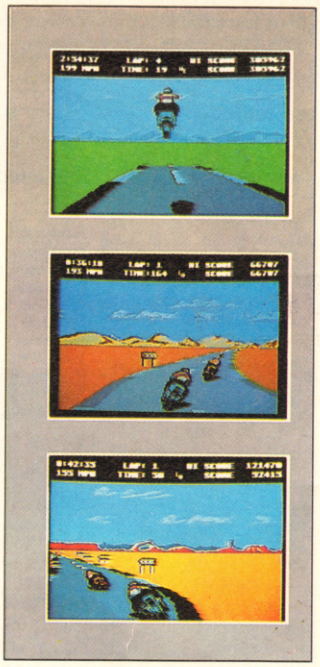
Looking at some of the software on the 7800 makes you wonder why they bother, there is no game (and this is quite a good one) that can match *Asteroids* that comes free with the console – it is worth buying a 7800 just for that.

You have apparently just finished building and customising a real mean machine, and are just itching to get it blown to bits on a four-track tournament known as the MotorPsycho Competition. It features the world's most psychotic and psychopathic motorbike riders, and the fans aren't much better.

There are four tracks to choose from. Track one is a fairly simple oval affair, whilst track four is one of those windy mountain-pass type buggers where you come off at every turn. One of the nicer touches is the fact that you can set up your bike to how you want it to perform on the track. The Straighten time, how long it takes the bike to straighten after a turn, and the Turn time can be adjusted to a setting between one (slow) and 25 (fast), depending on the characteristics of the track. Obviously only experimentation can tell you the best setting, but it all adds to the fun.

This bike of yours is a bit special, mind. It can jump at will over slower opponents, ridges and obstacles, all of which gives you loads of points. Indeed, every bike that you pass will give you a 1,000 bonus points when your final score is totted up.

An exciting race game, worthy of any 7800 gamesplayers library.



Getting used to jumping over oncoming opponents is a little trickier than you might think, the one golden rule is basically never jump on a corner and always jump earlier than you think you need to.

Leaning over is an occupational hazard when it comes to riding motorbikes. The best way of getting through the more hazardous corners is to change into low gear, turn in early and be ready to ease off the power if necessary, then straighten up as soon as you can.

ATARI 7800

GRAPHICS 82%
✓ Fast moving track.
✓ Big, bad sprites for the bike.

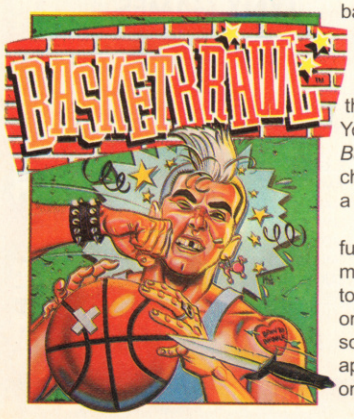
SOUND 64%
✗ Noise does not a bike sound make.
✗ Forgettable title tune.

PLAYABILITY 84%
✗ You race only one track at a time.
✓ Tough, even on easy level.

ATARI £12.99 ● OUT NOW 81%

# BASKETBRAWL

*Julian Boardman wonders at Atari's fondness for naff puns*




Every now and then along comes a game that you think is so unbelievably bad that you start to question your judgement and your games playing abilities. You ask if a game can really be this bad, or is it just that you are so bad at playing it that you can't see the game for what it is? So you go and have a lie down for half an hour, come back and play something else, something really difficult. You do okay so you go back to *BasketBrawl* and try again. Nothing changes, the game still fails to excite a laughing hyena.

Atari's attempt to cash in on the future/violent sport genre has failed miserably due to the fact that it is totally unplayable. You either go one-on-one or two-on-two in an attempt to score baskets. Usual basketball rules apply except there are no fouls. One-on-one is where one human takes on the computer and gets thrashed, or takes on another human and has a very long and boring game. Two means that a human controls one player in a team, in either one-player or two-player mode this means that the human players spend all their time chasing the computer players up and down the pitch as they have a game amongst themselves.

How are you supposed to like a game if the computer opponent won't let you join in? This really is too bad to even consider buying.

The pitch is a little on the small side, barely two screens wide, but even then the computer players completely take over the game and you find yourself punching madly at mid-air in a vain attempt to regain possession.

All this posing about in vests and tracksuits makes you wonder about the sanity of these lads. This cold weather just does not suit the off-the-shoulder look.

ATARI 7800

GRAPHICS 78%
✗ A little slow-moving at times.
✓ Detailed, dirty looking backdrops.

SOUND 50%
✗ Lousy sound effects.
✗ Horrendous tunes.

PLAYABILITY 25%
✗ Impossible to enjoy.
✗ Even worse, it's repetitive.

ATARI £12.99 ● OUT NOW 31%



I love you, Laura Palmer.

# PRESTON GAMES

13 LOWTHIAN STREET, PRESTON, LANCS, PR1 2EP.
TEL (0772) 54857
SHOP HOURS: 9.30-5.00 MON-SAT
MAIL ORDER: 9.00-8.00 MON-FRIDAY 9.00-5.00 SAT 10.00-4.00 SUN

## CARTRIDGE EXCHANGE SERVICE SEGA MEGADRIVE

NEW "MAGICAL HAT" ..... £15 + YOUR OLD CART
NEW "DICK TRACEY" ..... £15 + YOUR OLD CART
USED "SUPER SHINOBI" ..... £7 + YOUR OLD CART
USED "MICKEY MOUSE" ..... £7 + YOUR OLD CART
USED "DARIUS II" ..... £7 + YOUR OLD CART

## NINTENDO ENTERTAINMENT SYSTEM

USED "LIFEFORCE" ..... £6 + YOUR OLD CART
USED "BUBBLE BOBBLE" ..... £6 + YOUR OLD CART
USED "SILENT SERVICE" ..... £6 + YOUR OLD CART
USED "STEALTH ATF" ..... £6 + YOUR OLD CART

## SEGA MASTER SYSTEM

MANY TITLES IN STOCK. PRICES VARY FROM "FREE" TO £10.00. PLEASE RING FOR LISTS.

## NINTENDO FAMICOM SYSTEM

USED "FINAL FIGHT" ..... £8 + YOUR OLD CART
USED "PILOT WINGS" ..... £8 + YOUR OLD CART

## NINTENDO GAMEBOY SYSTEM

USED "SPIDERMAN" ..... £6 + YOUR OLD CART
USED "TURTLES" ..... £6 + YOUR OLD CART
USED "CHASE HQ" ..... £6 + YOUR OLD CART
USED "TENNIS" ..... £6 + YOUR OLD CART

RING OUR HOTLINE ON (0772) 54857
FOR DETAILS + LISTS
RING FIRST BEFORE SENDING ANY CARTRIDGES

# KINGBIT GAMES

9 CALEDONIAN ROAD, EDINBURGH, EH11 2DA
TELEPHONE 031 337 9610

MEGADRIVE ..... £135.00
WITH 1 GAMES ..... £150.00
WITH 3 GAMES ..... £190.00

FAMICOM (PAL) Inc 1 GAME ..... £345.00
FAMICOM (SCART) Inc 1 GAME ..... £315.00

## FAMICOM GAMES

| | | | |
|---|---|---|---|
| PILOT WINGS | £42.00 | GRADIUS III | £42.00 |
| ACTRAISERS | £44.00 | HOLE IN ONE | £45.00 |
| F-ZERO | £43.00 | SO THE GREAT BATTLE | £42.00 |

## MEGADRIVE GAMES

| | | | |
|---|---|---|---|
| ARROW FLASH | £25.99 | MICKEY MOUSE | £26.99 |
| AMBITION CAESAR | £38.99 | MAGICAL MOUSE | £26.99 |
| DANGEROUS SEED | £24.99 | MAGICAL HAT | £25.99 |
| DYNAMITE DUKE | £27.99 | STORMLORD | CALL |
| ESWAT | £25.99 | SONIC HEDGEHOG | CALL |
| ELEMENTAL MASTER | £30.99 | STRIDER | £29.99 |
| GYNOUG | £34.99 | SUPER MONACO | £33.99 |
| GAINGROUND | £25.99 | TRUXTON (TATSUJIN) | £25.99 |
| HELLFIRE | £27.99 | VALIUS III | CALL |
| JOE MONTANA | £30.99 | VARITEX | CALL |
| JOHN MADDEN | £31.99 | WONDERBOY III | £33.99 |
| KLAX | £24.99 | X.D.R | £27.99 |
| KAGE KI | CALL | ZERO WING | CALL |
| LAKERS VS CELTICS | £37.99 | | |

PHONE FOR FULL MEGADRIVE PRICE LIST

WE ALSO BUY, SELL AND PART EXCHANGE 2ND HAND GAMES, ALL CONSOLES WITH 1 YEAR GUARANTEE
P&P -CONSOLES £5 GAMES £1

OPENING HOURS
MON-SAT 10.30AM-7.30 PM

Access VISA

## SEGA MEGADRIVE

PAL MEGADRIVE ..... £119.95
JPN GAME ADAPTER ..... £14.99
ARCADE POWER STICK ..... £38.99

A PALMERS TOURNAMENT GOLF ..... 31.00
AERO BLASTERS ..... 34.00
AFTERBURNER II ..... 35.00
AMBITIONS OF CESAR ..... 38.00
BATTLE OF BAHAMA ..... 33.00
BATMAN ..... 30.00
CRACKDOWN ..... 27.00
CYBERBALL ..... 27.00
DARIUS II ..... 34.00
DYNAMIC DUKE ..... 26.00
DJ BOY ..... 25.00
ELEMENTAL MASTER ..... 30.00
ESWAT ..... 28.00
DICK TRACEY ..... 30.00
GHOSTBUSTERS ..... 25.00
GOLDEN AXE ..... 25.00
HARD DRIVING ..... 30.00
HELLFIRE ..... 32.00
JOHN MADDEN FOOTBALL ..... 38.00
JOE MONTANA FOOTBALL ..... 38.00
LAST BATTLE ..... 31.00
KLAX ..... 25.00
MAGICAL HAT ..... 28.00
MICKEY MOUSE ..... 25.00
RINGSIDE ANGELS ..... 32.00
SHADOW DANCER ..... 31.00
SUPER MONACO GP ..... 33.00
SUPER LEAGUE BASEBALL ..... 33.00
SWORD OF SODAN ..... 33.00
STRIDER ..... 30.00
THUNDERFORCE III ..... 35.00
TECHNOCOP ..... 35.00
WONDERBOY III ..... 33.00
WHIP RUSH ..... 20.00
WRESTLE BALL ..... 37.00
VARITEX ..... 37.00
VALIUS III ..... 39.00
SUPER AIRWOLF ..... 30.00

PLEASE RING FOR MANY MORE TITLES

# T. E. SUPPLIES

8 LARCH CLOSE
NORTHWOOD ESTATE
BROADSTAIRS
KENT CT10 2LW
TEL: 0843 866304/853065

## SEGA GAMEGEAR

GAMEGEAR SYSTEM ..... 98.99

COLUMS ..... 23.50
G LOCO ..... 23.50
MONACO G PRIX ..... 23.50
HEADBUSTERS ..... 23.50
PENGO ..... 23.50
PRO BASE BALL ..... 23.50
WONDERBOY ..... 23.50
DOUBLE CRYSTAL ..... 24.00
SUPER GOLF ..... 24.00
POP BREAKER ..... 24.00

PLEASE RING FOR MORE TITLES

THIS IS ONLY A SMALL SELECTION.
IF YOU DO NOT SEE WHAT YOU REQUIRE .....
PLEASE GIVE US A CALL.

## NINTENDO (N.E.S.)

TURTLE SOLUTION VIDEO
HELPS SOLVE TEENAGE TURTLES GAME
**£8.99**

## NINTENDO FAMICOM

FAMICOM PAL + 2 JOY PADS + 2 FREE GAMES ..... £299.00

BOMBUZAL ..... 30.00
FINAL FIGHT ..... 46.00
F ZERO ..... 45.00
S D GREAT BATTLE ..... 46.00
SUPER MARIO WORLD ..... 44.00
HOLE IN ONE GOLF ..... 44.00
POPULUS ..... 45.00
PILOT WINGS ..... 43.00
GRADIUS III ..... 42.00

PLEASE RING FOR MORE TITLES.

CREDIT CARD ORDERS
PLEASE TELEPHONE
0843 866304 OR 0843 853065
OR FILL IN
ORDER FORM BELOW.

TO T.E SUPPLIES **ORDER FORM**

| MACHINE/GAME | TOTAL |
|---|---|
| | |
| | |
| | |
| | |
| | |
| ADD £1 PER GAME £5 PER CONSOLE P&P | |
| TOTAL | |

NAME .....
ADDRESS .....
.....
.....
I ENCLOSE CHEQUE/PO FOR £ .....
OR CHARGE ACCESS/VISA No
EXP DATE .....
SIGNATURE .....

RAZE

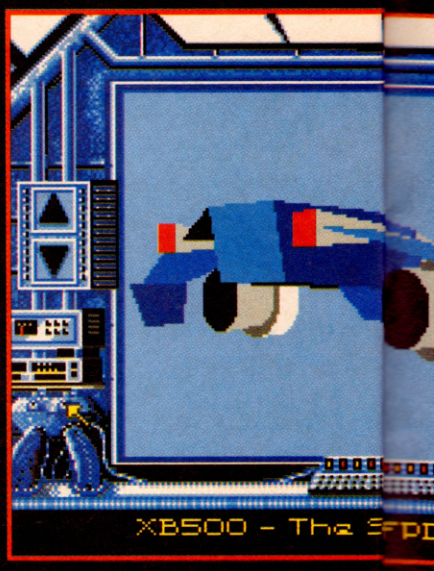
# THE KILLING CLOUD

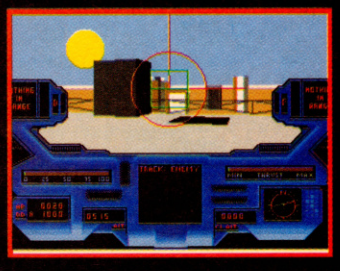
*Now here's a refreshing change; Les Ellis helps the police to beat a collection of criminals and reminds all that's it's better to burn out than fade away*

Better late than never (see Amnesty Aggro), *The Killing Cloud* finally settles over the RAZE offices. Set in San Fransisco at the turn of the 21st century, a strange and deadly cloud has descended over the once proud city. The cloud is nothing like the smog clouds of the Eighties, this immense choker makes them look like a puff of exhaust smoke. The red gas from the cloud has wiped out half of the population of San Francisco and is currently working on the rest of them. As a member of the SFPD, you are designated the job of finding out just what the cloud is, where it came from and how to get rid of it.

However, the cloud isn't the only problem facing the city at the moment. Most of the police have been captured by the Black Angels, a ruthless bunch of misfits who have united to form an underworld crime syndicate. Apprehending the leaders of the Black Angels is your primary task, then with the information you extract from them, you may be able to solve the ecological problem facing the city.

*The Killing Cloud* predominantly takes place in the solid 3-D environment of San Francisco. You travel around the streets, which are accurate to the real SF city streets, on a hovering jet bike. As you zoom down the dips and up the hills, you'll also notice a wide variety of buildings; some of these can also be seen in present day San Francisco. The 3-D section is

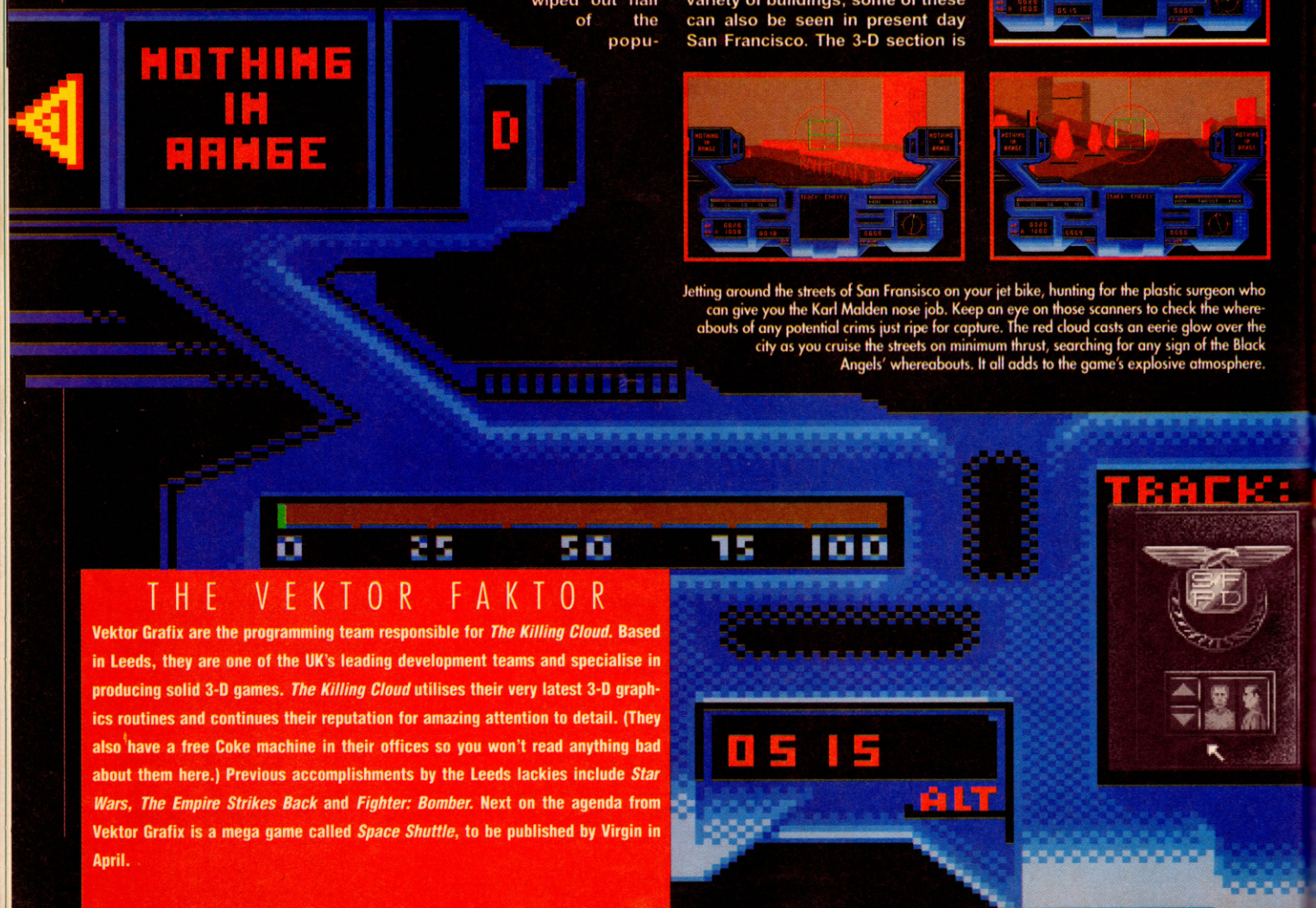




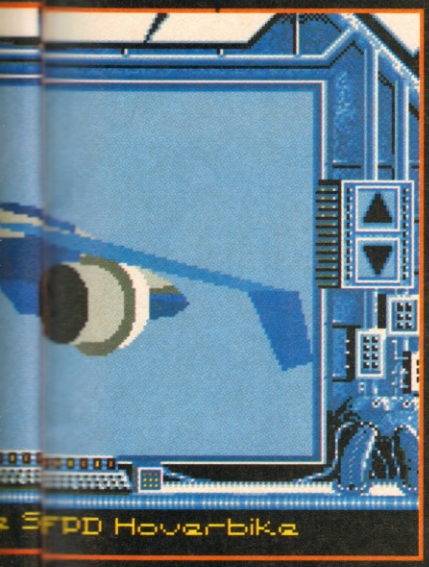


Jetting around the streets of San Fransisco on your jet bike, hunting for the plastic surgeon who can give you the Karl Malden nose job. Keep an eye on those scanners to check the whereabouts of any potential crims just ripe for capture. The red cloud casts an eerie glow over the city as you cruise the streets on minimum thrust, searching for any sign of the Black Angels' whereabouts. It all adds to the game's explosive atmosphere.

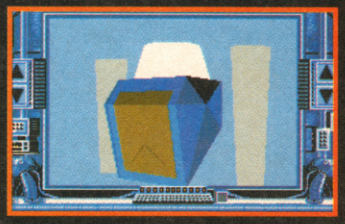



## THE VEKTOR FAKTOR

Vektor Grafix are the programming team responsible for *The Killing Cloud*. Based in Leeds, they are one of the UK's leading development teams and specialise in producing solid 3-D games. *The Killing Cloud* utilises their very latest 3-D graphics routines and continues their reputation for amazing attention to detail. (They also have a free Coke machine in their offices so you won't read anything bad about them here.) Previous accomplishments by the Leeds lackies include *Star Wars*, *The Empire Strikes Back* and *Fighter: Bomber*. Next on the agenda from Vektor Grafix is a mega game called *Space Shuttle*, to be published by Virgin in April.




where most of the action takes place. In this part of the game you can pursue Black Angels members, shooting them if necessary. Whenever you fly back to the police station, the view switches to a 2-D scene. In the station you can purchase things like life support systems, extra weaponry, etc. The total amount that you can buy is determined by the capacity of your bike, so compromises will have to be made.



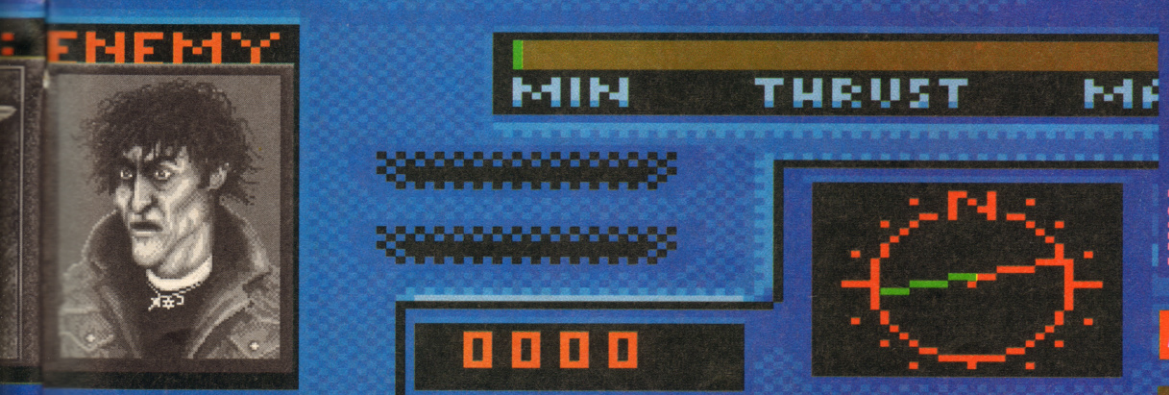
The mix of the 3-D jungle and internal 2-D scenes makes for an original and stunning game. In fact the whole game is a mixture of many genres. The jet biking resembles a good flight sim, on the bike there's an arcade shoot-'em-up feel and the game is riddled with mild strategy elements. Not only is the content spectacular, the presentation matches it. The 3-D sections are vector graphics at their best, the 2-D scenes beautifully atmospheric. Experience *The Killing Cloud* and step forward into the future.

## AMNESTY INTERNATIONAL GET AGGRESSIVE

***The Killing Cloud*** **originally featured a scene where you interrogated a suspect by either giving him a truth drug or electric shocks – depending on how sadistic you were feeling. Pretty sick, you may think, but it's only a game and it *is* set in the future. However, on seeing a preview in the French magazine Tilt, Amnesty International felt a bit different. In fact, AI felt so strongly about the interrogation scene that they contacted Mirrorsoft and asked for it to be removed. Words were exchanged, the upshot of which is that the scene has been cut and replaced with a scene where you offer the prisoner years off his sentence. (Personally, I preferred the brutal torture.)**

Before you walk the streets, you will have to kit yourself out from the armoury. The Black Angels are a tough bunch of lads, so make sure you've got heaps of ammo. And while you're at it tidy up that mess by the bin. Don't forget you've got a brand-new 200bhp XB500, a sparkling hoverbike that makes Judge Dredd's Lawmaster look like a tricycle, as a means of transport.




NOTHING IN RANGE

AMIGA

GRAPHICS **87%**
✓ Massive play area with amazing detail.
✓ Beautifully ornate pix in station house.

SOUND **84%**
✓ Strong intro and title music.
✓ Atmospheric effects add to the tension.

PLAYABILITY **93%**
✓ Non-stop tension to save the city.
✓ Easy to control, very addictive.

IMAGE WORKS
£24.99 ● OUT NOW **92%**

ATARI ST IMAGE WORKS
£24.99 ● OUT NOW

IBM PC IMAGE WORKS
£29.99 ● OUT NOW

# JAMES POND
## UNDERWATER AGENT

*The first all-British Mega Drive product has arrived through Electronic Arts. Julian Boardman is told not to mention the word fish or he'll get slapped with a wet one (fish, that is) (Slap.)*

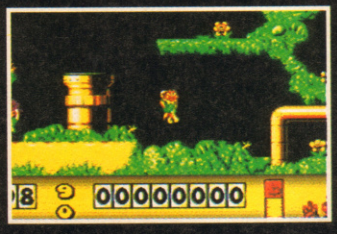
Apparently, this particular version of the game was converted from 16-bit to Mega Drive in just six weeks by the ubiquitous Steve Bak (remember *Goldrunner*?). The original was written by his prodigy, Chris Sorrel, and received 89% in this very periodical on its release from Millenium late last year.

Secret room central. There are more secret entrances and exits concentrated in this one part of the game than on Les's leather jacket.

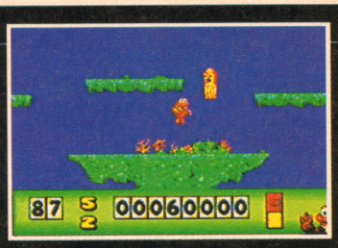
Third-Party Mega Drive Publishers Inc. (Electronic Arts Ltd.) realised the game's potential, more than that of the Codfather (slap), and snapped up the licence (to gill?) before you could say "Only on a Friday in the Vatican". The fact that Steve made such a quick turnaround on it means that EA are very happy bunnies as far as this is concerned, and rightly so.

The fish with a licence to k(r)ill decides that he can only take so much hassle from one fish.

The game itself is a rather surreal platform action game, where a creature with fins and scales carries out a number of environmentally friendly missions, and the occasional capitalist one, in order to save the world from the evil Dr Maybe. These missions include rescuing trapped lobsters, saving other creatures with fins and scales from toxic waste and blowing up a leaking oil rig. Each level is timed, and Pond is trapped in that level until he has completed the minimum number of tasks. He can usually complete more for a bonus, but if time is short it would be wiser to get out as quickly as possible.




The map of this version is identical to all the others, including all the secret rooms and bonuses that can be collected to really boost your score. For example, some secret rooms will relinquish letters that can be taken back to Pond's home. If you manage to get the words James Pond spelled, 10,000,000 points are awarded as a bonus.




Along the way Double Bubble Seven (as JP likes to be known) can pick up items like sun-glasses, top hats, etc, which he can take back to his home and store for use on a later level. But he has to watch out for the whisky bottle or he could find himself drunk and near uncontrollable.

Choosing Steve Bak to do the conversion was a very shrewd move because he was very close to the original project developed by his own company Vectordean. Steve has produced a console conversion that is a near-perfect copy of the 16-bit versions. In doing so he has kept the humour, the complexity that is in some of the puzzles, the addictiveness and the mad graphics that made the original stand out. This game will hopefully show the Japanese what the Mega Drive can do beyond shoot-'em-ups.

### MOVE OVER POND

**The sequel to *James Pond* will be out sometime late this year, and it is to be called *RoboCod*. This time our favourite fish will be trussed up in a metal suit in order to go on his one man crusade to clean up the waterways. No doubt it will include numerous weird and wonderful creatures and characters, and raise even more questions in the industry about the sanity of its programmer Chris Sorrel and whether the Derbyshire drinking water is safe to consume. Watch this space for the answers...**

**AMIGA** MILLENNIUM £24.99 ● REVIEW #2

**ATARI ST** MILLENNIUM £24.99 ● REVIEW #2

**MEGA DRIVE**

GRAPHICS 83%
✗ Plain background, no shading.
✓ Huge array of hilarious sprites.

SOUND 81%
✓ Loads of weird sound effects.
✓ Suitable Special Agent music.

PLAYABILITY 87%
✓ 12 big levels of action and adventure.
✓ Shows originality on the Mega Drive!

ELECTRONIC ARTS £34.99 ● OUT NOW **86%**

# SWEET 16

## JAWS

Man's deepest fear is back. Undertake hazardous deep sea dives into a world teeming with hostile life and full of unforeseen dangers.

**GRAPHICS OF EXCELLENT QUALITY – GOOD BLASTING FUN**

ATARI ST • AMIGA

## MUNSTERS

Ghouls, Zombies, Vampires, Ghosts, Dragons and Witches feature in this exciting game.

**SUPERB GRAPHICS & GAMEPLAY**

ATARI ST • AMIGA

## OPERATION HORMUZ

Tension mounts in this exciting, scrolling shoot-em up.

**SUPERB SCROLLING ACTION WILL MAKE YOUR TRIGGER FINGER TWITCH**

ATARI ST • IBM PC

## GILBERT ESCAPE FROM DRILL

Beat the Drillians at their favourite arcade games and find the missing parts of the Millenium Dustbin your trusty space ship.

**GREAT MUSIC...GREAT GRAPHICS ...GREAT FUN**

ATARI ST • AMIGA

## COUNT DUCKULA

Fun and excitement in the tomb of the great Pharaoh Upanatem.

**...THOROUGHLY ENJOYABLE**

ATARI ST • AMIGA

## TRACKSUIT MANAGER 91

Live match thrills with genuine goalkicks, corners, throwings, crunching tackles, fouls, penalties, bookings and sending offs.

**"The best ever football managerial game ever, in the history of the world, no messing, straight up..." says C & VG**

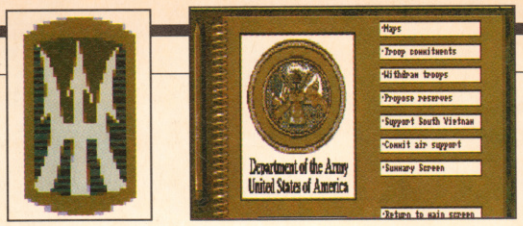
ATARI ST • AMIGA • IBM PC

## REALLY TASTY 16 BIT SOFTWARE AT ONLY £7.99 FROM ALTERNATIVE

## AVAILABLE FROM ALL GOOD SOFTWARE STORES

You can also order direct by sending a cheque or postal order made payable to: ALTERNATIVE SOFTWARE LIMITED to the address below –

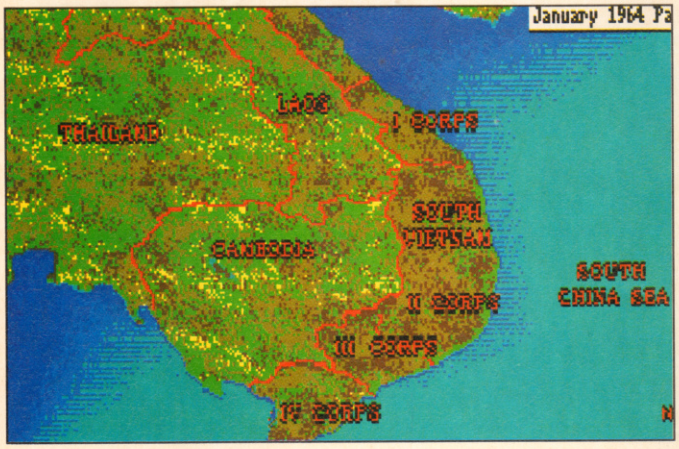
ALTERNATIVE SOFTWARE LIMITED, UNITS 5-7, BAILEYGATE INDUSTRIAL ESTATE, PONTEFRACT, WEST YORKSHIRE WF8 2LN. FAX: 0977 790243




# 'NAM

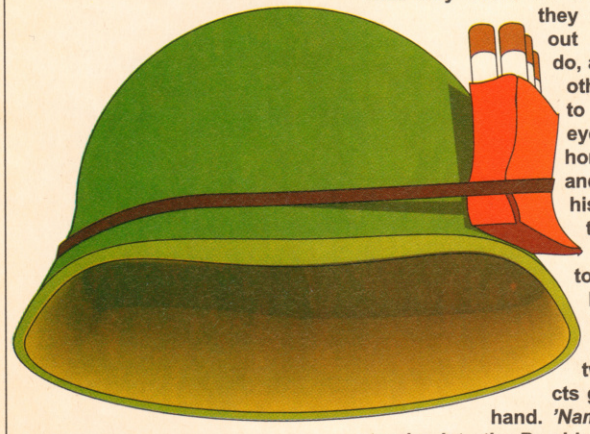
*Some people have strange pastimes. Take n-n-n-nineteen-year-old Julian Boardman, for example. Here he is trudging through the jungle, pulling leeches out of his bum*

Imagine the incredible fear of coming out of high school and walking straight into a hot Vietnamese jungle, knowing full well that within six months of a Tour of Duty in Vietnam you will probably be dead. Imagine the agonizingly sleepless nights of the politicians, especially the President as it was he who held ultimate responsibility for every death, every orphaned child, every widowed woman and every maimed teenager.




The main map shows the four corps that the Americans divided Vietnam into for strategic purposes.

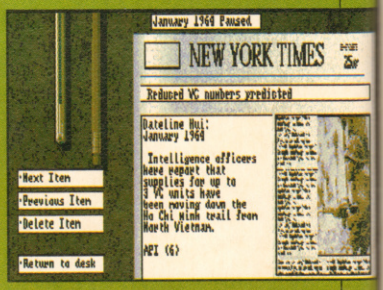
The President's job was something of a juggling act. On the one hand he had to give his Chiefs of Staff adequate military support so that they could do the job that they were sent out there to do, and on the other he had to keep an eye on the home front, and ensure his popularity did not dwindle to irreparable levels. Very rarely did the two aspects go hand in hand. *'Nam* attempts to simulate the President's dilemma, putting you in either Nixon's shoes, from 1968 onwards, or in Johnson's, working on the assumption that his presidency lasted right the way through the war. The game revolves around the American people's reaction to your military, economic and political strategy in South-East Asia, and how that in turn affects your policies. It is a truly complex simulation.



Every military unit that fought in the war is represented here, although some small units have been made up into slightly larger fictional ones for practical purposes. The options available to you are not simply military, although moving your troops around the map obviously plays a part. You must also consider how much military and economic aid will be given to the South Vietnamese, to give you a chance to deploy less troops; how much money is to be given to air support in the year to come, and how much "Pacification" (building of schools etc) will be taking place next year. The stability of Vietnam is of premier importance. If the South Vietnamese Government experiences a coup, the effect that the instability has back home could be damaging to your popularity.

The game's designer, student Matthew Stibbe, has produced an incredibly complex simulation that offers a simple introduction to the military side, right the way through to putting you in the Oval Office with all the socio-political headaches of the situation in America and South-East Asia. Where *'Nam* improves on many strategy/war games is that it's very accessible. You can sit down straight away and feel your way around the game with little help from the manual. But this isn't because the game is shallow, it has more to do with the superb design. An original look at the Vietnam war that anyone can happily play.

This is the main screen, The Oval Office. On the President's desk are two items. On the left is the newspaper, giving either Nixon or Johnson a good idea of public opinion. To the right is his ledger. Inside this book are the details the President needs to make every decision relevant to the war in Vietnam, from troop deployment to sending in air power. The Big Red Book holds all the secrets.




The statistical breakdown of your performance at home and abroad. The swiftest way of getting such information and its impact on your popularity is through the newspapers, although these are notoriously unreliable.

**ATARI ST** DOMARK £34.99 ● OUT MAY

**IBM PC** DOMARK £34.99 ● OUT MAY

**AMIGA**

GRAPHICS **83%**
✗ The windows flicker too much.
✓ Some excellent digitized screens.

SOUND **75%**
✗ Unnecessary, but removable, music.
✓ Unobtrusive and informative effects.

PLAYABILITY **86%**
✓ High level of detail in program logic.
✓ Simple and quick to get around.

DOMARK £34.99 ● OUT NOW **83%**



What's the signiicance of the horse in Twin Peaks?

# S.G.M.

Solid Gold Marketing

UNIT 6 LOMOND TRADE CENTRE
LOMOND INDUSTRIAL ESTATE
ALEXANDRIA DUNBARTONSHIRE
SCOTLAND G83 0TL

TEL:0389 55973
FAX:0389 55942

## SUPER FAMICOM SUPER DEAL

### SAVE £75.70p

Access VISA

WITH THESE 7 GAMES:

| | REGULAR PRICE |
|---|---|
| SUPER MARIO WORLD | £43.95 |
| HOLE IN ONE GOLF | £47.95 |
| BIG RUN | £47.95 |
| FINAL FIGHT | £43.95 |
| F-ZERO | £43.95 |
| ASTRO LASER | £43.95 |
| PILOT WINGS | £43.95 |
| SUPER FAMICOM | £250.00 |
| **REGULAR TOTAL** | **£565.65** |

**OUR SUPER DEAL PRICE FOR THIS PACKAGE**

**£489.95 + £10.00 p+p**

---

## SUPER FAMICOM + 2 GAMES.....£290.00 + £10.00 P+P

SOFTWARE AVAILABLE

| | |
|---|---|
| SUPER MARIO WORLD | £43.95 |
| BIG RUN | £47.95 |
| F-ZERO | £43.95 |
| PILOT WINGS | £43.95 |
| GRADIUS III | £43.95 |
| HOLE IN ONE GOLF | £47.95 |
| FINAL FIGHT | £43.95 |
| ASTROLASER | £43.95 |
| POPULOUS | £45.95 |
| BOMBUZAL | £43.95 |

---

## SEGA MEGADRIVE

### MEGADRIVE + GAME + POWER PACK.....£129.95

SOFTWARE

| | |
|---|---|
| TURBO HEDGEHOG | POA |
| GYNOUG | £31.99 |
| MICKEY MOUSE | £29.99 |
| MAGICAL HAT | £32.99 |
| BATTLE GOLFER | £31.99 |
| DICK TRACEY | £32.99 |
| WONDER BOY III | £29.99 |
| GHOST BUSTERS | £29.99 |
| SPLATTER HOUSE | £45.99 |
| CRACK DOWN | £29.99 |
| GAW GROUND | £29.99 |
| SUPER MONACO GP | £32.99 |
| SHADOW DANCER | £25.99 |
| KING OF SWOARD II | £32.99 |
| E-SWAT | £29.99 |
| DARWW 4081 | £25.99 |
| HURRICANE | £25.99 |
| HELL FIRE | £25.99 |
| JOE MANTANA FOOTBALL | £32.99 |
| SUPER SHINOBI | £38.99 |
| FANTASY STAR III | £25.99 |

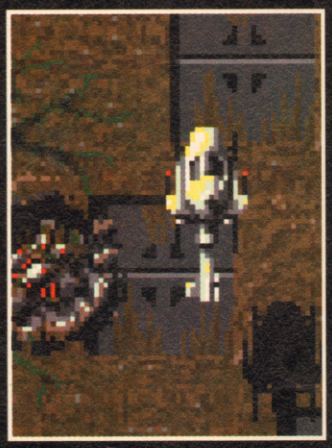
---

**MORE GAMES AND PRODUCTS ARE AVAILABLE. SPECIAL ORDERS AND ONE OFF'S TAKEN.**
**FOR MORE INFORMATION AND ORDERS RING 0389 5573.**
**TRADE AND OVERSEA'S INQUIRIES WELCOME.**

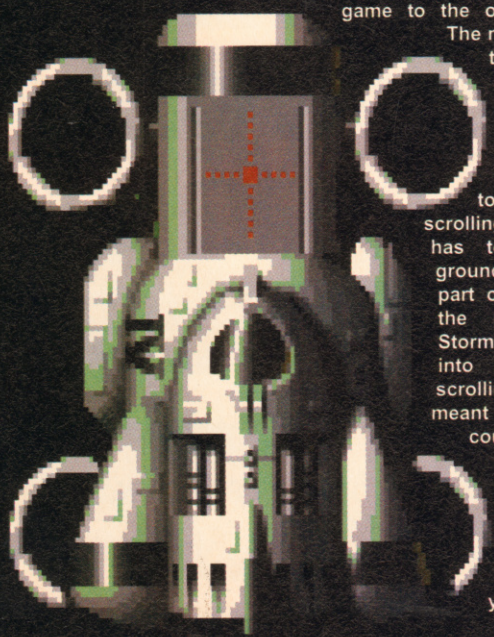
# SWIV

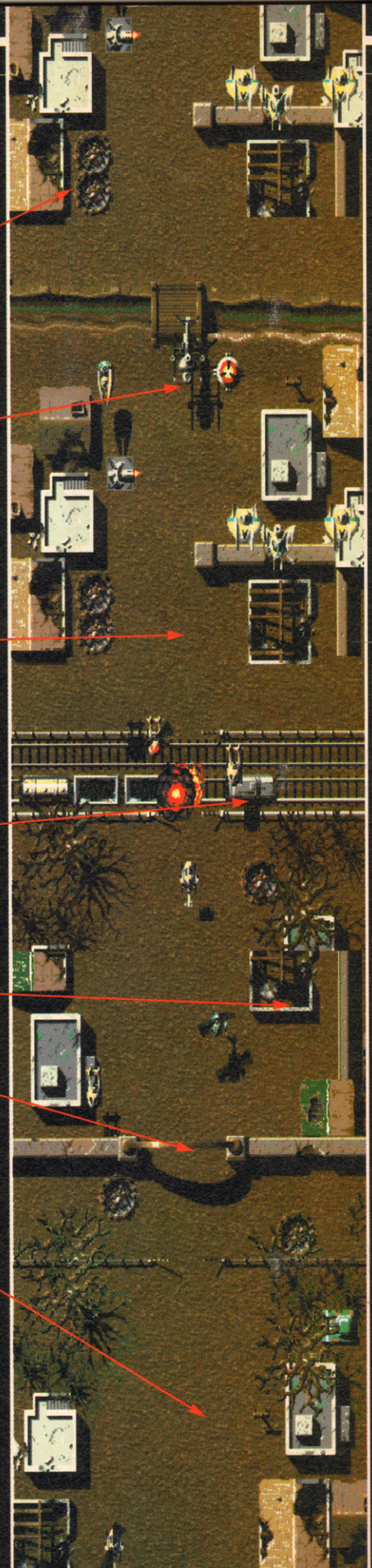
## *S.W.I.V.? Sausages With Incredible Virility? Short Wave Ironing Variations?*

Anybody out there remember *Silkworm*? Well the guys who religiously converted every pixel and sound effect from the coin-op to 16-bit computer had this great idea. They thought that they could take the basic concept of a helicopter and a jeep working in tandem and produce a far superior game to the original *Silkworm*. The main problem with the original is that the guy who plays the jeep is very limited in where he can hide, mainly due to the sideways scrolling which means he has to stay on the ground, a very small part of the screen. So the programmers at Storm turned the game into a vertically scrolling affair which meant that the jeep could wander as freely about the screen as the helicopter, and turned the previously shunned jeep (have you ever heard of



The Goose helicopter is a regular enemy that turns up every now and then to give you power-ups if you eventually kill it. It is only vulnerable in the central black section. The yellowy outer casing cannot be destroyed and will defend the vulnerable section, occasionally moving its head to let you get in a shot. The jeep is the best vehicle to defeat this as it can get right in underneath and blasts away without any worries, apart from the occasional missile. Should you get killed then make the most of your few seconds of invincibility and get in the thick of it and blast away. The number of power-ups will start off as two for each of you, then go on up to three and four as you get further into the game. If you play the helicopter on its own then the "V" power-up, which spreads your fire, will prove invaluable.





When enemy installations or armoured vehicles are destroyed, the landscape is left pitted. Occasionally, when you shoot a flying object over a building, the building's roof will be destroyed in the resulting explosion.

This is part of the Goose helicopter; a frequent visitor to your air space. It is only vulnerable when the central black bit is hit, but when destroyed it will leave you with several power-ups. The further you get in the game, the more power-ups will be deposited when you annihilate the Goose 'copter.

This is just a small section of SWIV; the action takes place over one huge 140-screen horizontally-scrolling level. In real terms it would take you over 40 minutes to fly through. Of course, you're never going to do it alone.

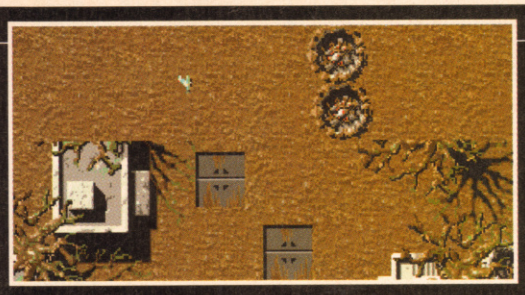
Trains will cross tracks in your path. Shooting the pulling engine will bring the rest of the carriages to an eventual standstill while shooting the carriages means the engine will keep going.

There are 15 different graphic styles ranging from a ghost town to the frozen tundra of the far north.

There are many neat features in SWIV. Like sprite placement: above, below or behind partially hidden objects. There's more: subtle things like a jeep leaving tracks in a corn field, and the shadow caused by foliage and buildings.

The sprites and background graphics have been designed by Ned Langman. To avoid the blocky look of some games, the programmer wrote a special utility to allow the artist to build backgrounds out of sprites which could be overlapped. This same system works within the game to turn the sprites into backgrounds.

Sick Wildebeest In Vet's.



**ATARI ST** — STORM £24.95 ● OUT NOW

**AMIGA**

GRAPHICS **91%**
✓ Beatifully detailed backgrounds.
✓ Sprites to make the Mega Drive green...

SOUND **78%**
✗ Blagged sound effects from *Silkworm*.
✓ The title tune sets the scene.

PLAYABILITY **92%**
✓ Adjusts difficulty to your level of play.
✓ 40 mins of gameplay in each full game.

STORM £24.95 ● OUT NOW **90%**

anyone who *chose* the jeep?) into a viable option to be experienced alongside the helicopter.

Your primary objective is Special Weapons Installation Verification (geddit?), i.e. blowing up everything you see that doesn't move but fires back. Using your Special Weapons Interdiction Vehicles, your secondary objective is to use military force to destroy all enemy units, i.e. blowing up everything that *does* move. Finally there comes a warning: enemy units are armed with a deadly homing missile, known as Silkworm IV.

All the old favourites are here; the Goose helicopter that relinquishes power-ups, the shield dumps that cause smart bomb explosions if they are shot or if they collide with another, not to mention a silly amount of enemies. But the most innovative idea that Storm have introduced is the new Dynamic Loader System that never lets the action stop for disk access. In real terms, this means over 40 minutes of sheer hell and unrelenting assault from hordes of nasties. Every now and then, while not exactly end-of-level guardians, you will come across extremely vicious fixed installations that will quite happily send every part of you to every other part of the screen. If all this becomes too much for you, press that pause button and sit back to think about the finer points of the game.

You'll wonder how they have used sprites to create a fantastic background split into 15 different graphical styles ranging from a ghost town to the frozen tundra of the far north. And how the jeep leaves tracks as it travels through the corn, or how it can't travel through the tree trunks but it can still be seen under the branches (it may not sound like much but it's a programming nightmare, so be grateful). Also included is an automatic difficulty level that adjusts the number of enemy craft and installations depending on how well you are doing and how many of you are playing.

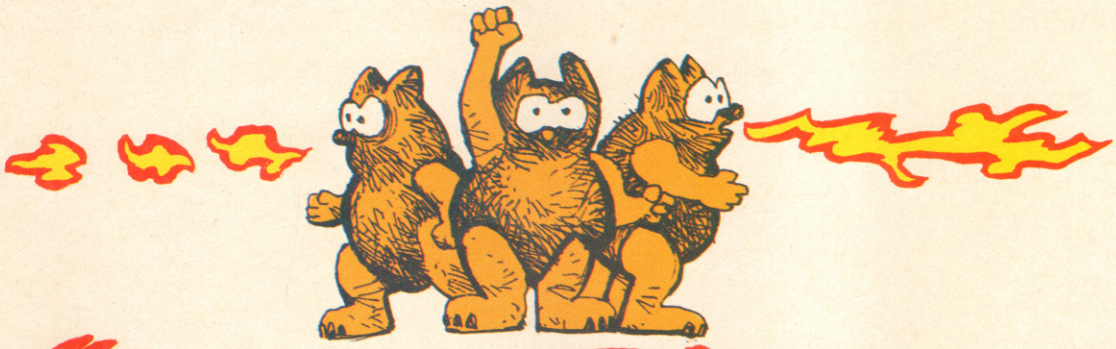
It is definitely a game that was designed for two players and anyone who misses the chance to set up a deadly crossfire using both vehicles is clearly going to lead a very sheltered life. In fact the poor chap could miss out on the shoot-'em-up of 1991. (Whoops, now I've put my foot in it.)

## PILLS AND POPPERS

- Spread shot – makes your cannon five shots wide.
- Precision cannon – keeps your firepower concentrated.
- Bonus – makes you invlunerable for short periods.
- Shot enhancer – speeds up your rate of fire.

**ZANY!**
**ADDICTIVE!**
**WHACKY!**
**CRUEL!**
**IRRESISTIBLE!**
**WILD!**
**TEAR-JERKING!**
**FUN!**

"My pick for 1990!"
"Superbly thought out and slickly executed!"
ZZAP!64 Gold Medal 96%



# CREATURES

CLYDE RADCLIFF EXTERMINATES ALL THE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME

**FREE!**
**A FUZZY WUZZY**
**IN EVERY PACK!**

By Apex Computer Productions
CBM64/128
£9.99cass £14.99disk
Amiga and Atari ST £24.99

THALAMUS

Thalamus Limited, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734-817261

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

## OVER £1000 WORTH OF PRIZES!!!

### COMMODORE CDTV
**0839 - 121236**
basically an Amiga with a
**cd/rom. worth £600!!!!**

### SOFTWARE SCOOP!
**0839 - 121221**
megadrive, master, nes, lynx
**famicom etc. £200 to spend.**

### SEGA MEGADRIVE
**0839 - 121222**
the awesome 16 bit console
**and you can choose a game**

### WHAT-U-WANT
**0839 - 121223**
whatever your heart desires
**up to £150. Absolutely anything!**

**The more entries you make, the better your chances**

PLUS PLUS PLUS PLUS PLUS PLUS PLUS

***0839 - 121224*** *could win you a* ***SEGA GAMEGEAR***

all calls last approx. 4 mins. one prize per competition
calls are charged at 33p per min. cheap rate and 44p per min. all other times
if you are under 18 please get permission to use the telephone

*PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR*
*TEL : 0582 413943*
***WE BUY / SELL / EXCHANGE ALL USED HARD/SOFTWARE***

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

MC MARTINS CONSOLES MC

34 KESWICK GARDENS, REDBRIDGE, ILFORD, ESSEX, IG4 5NB.
TO ORDER PHONE OUR SHOP 081-521-8692 10am-6pm MON-SAT OR 081-550-5873 AFTER 6pm.

**MEGADRIVE**

| | |
|---|---|
| SUPER BASKETBALL | 33 |
| DICK TRACEY | 33 |
| RAMBO 3 | 29 |
| ARNOLD PALMERS GOLF | 32 |
| LAKERS vs CELTICS | 34 |
| HELLFIRE | 32 |
| MAGICAL HAT | 33 |
| WRESTLE BALL | 33 |
| BATTLE SQUADRON | 34 |
| JOHN MADDEN'S | 34 |
| SWORD OF SODAN | 34 |
| BUDOKAN | 34 |
| MICKEY MOUSE | 33 |
| RING SIDE ANGEL | 33 |
| WONDERBOY 3 | 33 |
| BATMAN | 35 |
| DARIUS 2 | 32 |
| STRIDER | 33 |
| SUPER MONACO GP | 33 |
| HARD DRIVIN | 34 |
| MOONWALKER | 33 |
| SHADOW DANCER | 33 |
| REVENGE OF SHINOBI | 33 |
| MIDNIGHT RESISTANCE | 37 |
| ELEMENTAL MASTER | 33 |
| SPIDERMAN | PHONE |
| SONIC HEDGE-HOG | PHONE |
| JAMES POND | 35 |
| B,G,A,GOLF | 36 |
| SUPER AIR WOLF | 35 |
| TIGER HELI | 35 |
| FINAL BLOW | 30 |

**GAMEBOY**

| | |
|---|---|
| CASTLE VANIA | 24 |
| MEMPHIS | 23 |
| KUNG-FU MASTER | 24 |
| HARMONY | 24 |
| ROLANDS CURSE | 24 |
| HALE WRESTLING | 22 |
| POWER MISSION | 22 |
| BATTLE BULL | 20 |
| R-TYPE | 24 |
| F-1 SPIRIT | 24 |
| DRAGON TAIL | 22 |
| FASTEST LAP | 23 |
| GODZILLA | 22 |
| NORTH STAR | 22 |
| ACTION FOOTBALL | 22 |
| ALL STAR CHALENGE | 24 |
| BATMAN | 25 |
| TURTLES | 24 |
| CHASE H-Q | 25 |
| ROBO COP | 25 |
| GHOST BUSTERS 2 | 25 |
| PAPERBOY | 24 |
| BAD N RAD | 24 |
| SPIDERMAN | 24 |
| DOUBLE DRAGON | 23 |
| W,W,F | PHONE |
| F-1 RACE | 21 |
| OPERATION C | 24 |
| DRAGON'S LAIR | 24 |
| NINJA BOY | 23 |
| NINJA ADVENTURE | 24 |
| GARGOLES QUEST | 25 |

**LYNX**

| | |
|---|---|
| GAUNTLET | 25 |
| ROADBLASTERS | 25 |
| KLAX | 25 |
| ROBO-SQUASH | 25 |
| ZENOMORPH | 25 |
| BLUE LIGHTENING | 25 |
| SLIME WORLD | 25 |
| ELECTRO-COP | 25 |
| PAPERBOY | 25 |
| RYGAR | 25 |
| CHIPS CHALANGE | 25 |
| GATES OF ZENDOCON | 25 |
| MRS PAC-MAN | 25 |
| ZARLORE | 25 |

**NINTENDO**

| | |
|---|---|
| SIMPSONS | PHONE |
| MEGAMAN 3 | PHONE |
| DOUBLE DRAGON | PHONE |
| WRESTLE-MANIA | PHONE |
| LIFE FORCE | 26 |
| DUCK TALES | 33 |
| SNAKE RATTLE ROLL | 33 |
| BATMAN | 32 |
| DOUBLE DRAGON 2 | 34 |
| TURTLES | 26 |
| WORLD WRESTLING | 34 |
| IKARI WORRIORS | 26 |
| ROBOCOP | 30 |
| MEGA MAN 2 | 34 |
| SUPER MARIO BROS | 30 |
| PAPERBOY | 25 |

**FAMICOM**

| | |
|---|---|
| FINAL FIGHT | 42 |
| F-ZERO | 41 |
| MARIO WORLD | 40 |
| GRADIUS 3 | 40 |
| HOLE IN ONE | 44 |
| ACT RAZOR | 46 |
| BIG RUN | 46 |
| DARIUS TWIN | 47 |
| PILOT WINGS | 42 |

**SEGA 8-BIT**

| | |
|---|---|
| HEAVYWEIGHT CHAMP | 23 |
| DICK TRACEY | 25 |
| CYBER SHINOBI | 25 |
| JOE MONTANA'S | 25 |
| DANAN | 25 |
| IMPOSIBLE MISSION | 25 |
| MICKEY MOUSE | 25 |
| INDIANA JONES | 25 |

WE ALSO STOCK MANY MORE GAMES ON VARIOUS FORMATS PLEASE PHONE AND ENQUIRE . 24 HOUR ! ! ! DELIVERY FOR LOCAL ORDERS .

WE WILL BE AT THE ALEXANDRA PALIS LONDON 10-12TH MAY

WE ALSO OPERATE A MAIL ORDER SERVICE IN SURREY FOR A QUICK AND RELIABLE SERVICE PHONE 0883-348607

# SIM EARTH

*Paul Rigby cooks up some primordial soup, lava stew, finishing with glacial ice cream (Liverpudlians, eh!)*

Programmed by Maxis in the States, Sim Earth (described as a planet simulator) is one of the most eagerly awaited products for some time. Mainly because of the success of that other Maxis revelation, Sim City. Distributed over here by Ocean, Sim Earth continues a remarkable sequence of genre-busting releases.

In fact Sim Earth is so impressive, and its artificial intelligence so complex, some might say that the program could run itself – beginning with a raging chaotic planet-shaped mass of lava and ending with civilisation as we know it. The question to ask: Is there a game lurking within Sim Earth or is it a fancy demo?

To answer that question, I let the simulation run all afternoon, with absolutely no interference from myself whatsoever, for a period of 10 billion years (my office is contained in a time warp) to see what happened. Initially, my hopes fell as, after I had chosen a random planet to mould, the planet surface cooled and life actually formed.

Plants grew and more advanced life evolved (from single cell life-

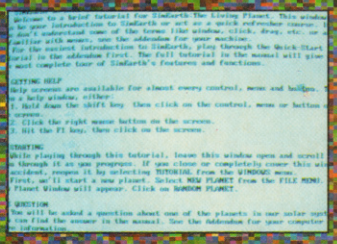
Another report on offer is the civilisation report which does not register till, for obvious reasons, civilisation actually exists. When this stage of evolution has been passed, though, you can check out the type of civilisation you have on your planet, at what stage of technology they are at, life quality, the amount of energy being produced and where it is being allocated, etc. Incidentally, once civilisation has reached its most advanced levels (the Nanotech Age) they will, after a time, be in the position to leave your planet and begin colonising other planets in the solar system. It is at this stage that you can claim to have "won" as the planet returns to a sub-civilised state. However, like *Sim City*, you never really "end" *Sim Earth*. You can play the game for ever without repeating yourself once.

The great thing about *Sim Earth* is the superb interface. The slick windowing system allows you access a wide amount of information simultaneously. Here you can see the two planetary viewing scales, normal and compressed; a geosphere model that allows you to alter every item you can see labelled within the window, like volcanic activity, erosion, etc via a sliding scale, and a biome ratio graph, which will report on the amount of desert, tropical rainforest, etc that is present.



Q: What is large and grey and hides in caves?

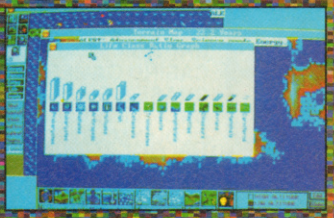
There are a number of reports that offer a wide ranging choice of information. The history report is, in many ways, similar to the history report offered in *Sim City*. Here you click on a button, such as the pollution button. A graphical trace will then be displayed showing how much pollution is being produced (because the graph is shown in real time it is constantly changing) and has been produced over the years for comparative purposes. Other buttons you can access include the readings for oxygen, the sea temperature and food.



forms to multi-cellular life-forms such as jellyfish and the like). Later other life-forms appeared, such as fish and amphibians. However, these "advanced" creatures died off pretty quickly due to a number of poor planetary conditions. At one point, I was shocked to see jellyfish evolve to such an extent that they attempted to form civilised life! Can't see a Man-o-war sitting in front of the fire watching Neighbours somehow? This didn't last long though, they receded back to their primitive selves (phew!). After ten billion years, the neighbouring sun gave up the ghost and the planet died (the official end of the "game").

The result of my little experiment? Yes, life had formed but it was very, very basic. No civilisation had taken hold at all – the planet being a pretty inhospitable place. So yes, there definitely is a game here, using the hands-off approach will get you nowhere.

Sim Earth is an important milestone for two reasons. Firstly, it, along with Sim City, drags educational software kicking and screaming into the 20th century – for the first time you can learn and have a helluva good time too. Secondly, Sim Earth has pushed back the boundaries and injected "life" into a market that is fit to busting with shoot-'em-ups and RPGs. And that's refreshing change.



There are many report graphs that you can access. Here is one example, informing you about what specific life-forms have evolved and what numbers they have grown to.

Accessing the magnifying glass icon from the compressed view window menu, you can click upon any area of the compressed map to access a detailed report of that area.

**IBM PC**

GRAPHICS **90%**
✓ Beautiful window interface and reports.
✓ Even better played in high-res VGA.

SOUND **70%**
✗ Nothing special, even with soundcard.
✓ DataSound gives weird options.

PLAYABILITY **94%**
✓ Incredible depth, infinite gameplay.
✓ Educational software is out of the closet.

**MAXIS/OCEAN**
**£29.99 ● OUT NOW**
**91%**

**AMIGA**
**MAXIS/OCEAN**
**£29.99 ● OUT MAY**

# YOUR SEGA SHOPPING LIST

**MASTER SYSTEM .....79.99**
MASTER SYSTEM PLUS .....99.99
CONTROL PAD .....6.99
HANDLE CONTROLLER .....39.99
LIGHT PHASER .....29.99
LIGHT PHASER + CART .....44.99
RAPID FIRE UNIT .....5.99
CONTROL STICK .....14.99
MAINS ADAPTER .....6.99
AERIAL ASSUALT .....29.99
ACTION FIGHTER .....12.99
AFTER BURNER .....29.99
ALEX KIDD .....24.99
ALEX KIDD – HIGH TECH .....29.99
ALEX KIDD – LOST STARS .....29.99
ALEX KIDD – SHINOBI .....29.99
ALIEN SYNDROME .....29.99
ALTERED BEAST .....29.99
AMERICAN BASEBALL .....29.99
AMERICAN PRO-FOOTBALL 29.99
ASSUALT CITY .....29.99
ASTRO WARRIOR/PITPOT .....24.99
AZTEC ADVENTURE .....12.99
BANK PANIC .....17.99
BASKETBALL NIGHTMARE 29.99
BATTLE OUTRUN .....29.99
BLACK BELT .....24.99
BLADE EAGLE 3D .....29.99
BOMBER RAID .....29.99
CALIFORNIA GAMES .....29.99
CAPTAIN SILVER .....29.99
CASINO GAMES .....29.99
CHASE H.Q. .....29.99
CHOPLIFTER .....24.99
CLOUD MASTER .....29.99
COLUMNS .....24.99
CYBORG HUNTER .....24.99
DEAD ANGLE .....29.99
DOUBLE DRAGON .....29.99
DOUBLE HAWK .....29.99
DYNAMITE DUX .....29.99
ENDURO RACER .....9.99
*E SWAT .....29.99
F16 FIGHTER .....17.99
FANTASY ZONE .....12.99
FANTASY ZONE TM .....24.99
FANTASY ZONE 2 .....24.99
FIRE & FORGET II .....29.99
*GAIN GROUND .....29.99
GALAXY FORCE .....29.99
GANGSTER TOWN .....24.99
*GAUNTLET .....29.99
GHOSTBUSTERS .....29.99
GHOST HOUSE .....17.99
GLOBAL DEFENCE .....12.99
GOLDEN AXE .....29.99
GOLFAMANIA .....32.99
GOLVELLIUS .....29.99
GREAT BASEBALL .....24.99
GREAT BASKETBALL .....24.99
GREAT FOOTBALL .....24.99
GREAT GOLF .....24.99
GREAT VOLLEYBALL .....24.99
*IMPOSSIBLE MISSION .....29.99
*INDIANA JONES .....29.99
*JUNGLE FIGHTER .....29.99
KENSEIDEN .....29.99
KUNG FU KIDD .....24.99
LORD OF THE SWORD .....29.99
MAZE HUNTER 3D .....29.99
MIRACLE WARRIOR .....32.99
MISSLE DEFENCE 3D .....29.99
MONOPOLY .....29.99
MY HERO .....17.99
NINJA .....9.99
OPERATION WOLF .....29.99
OUT RUN .....29.99
OUT RUN 3D .....29.99
*PAPER BOY .....29.99
PARLOUR GAMES .....17.99
PENGUIN LAND .....29.99
PHANTASY STAR .....39.99
POSEIDEN WARS 3D .....29.99
POWER STRIKE .....24.99
PRO WRESTLING .....24.99
PSYCHO FOX .....29.99
QUARTET .....24.99
R.C GRAND PRIX .....29.99
R-TYPE .....29.99
RAMBO III .....29.99
RAMPAGE .....29.99
RASTAN .....29.99
RESCUE MISSION .....9.99
ROCKY .....29.99
SCRAMBLE SPIRITS .....29.99
SECRET COMMAND .....12.99
SHANGHAI .....24.99
SHINOBI .....29.99
SHOOTING GALLERY .....24.99
SHOOTING GAMES .....24.99
SLAP SHOT .....29.99
SPACE HARRIER .....29.99
SPACE HARRIER 3D .....29.99
SPELLCASTER .....29.99
SPY vs SPY .....17.99
*SUBMARINE ATTACK .....29.99
SUPER MONACO G-PRIX .....29.99
SUPER TENNIS .....9.99
TEDDY BOY .....9.99
TENNIS ACE .....29.99
THUNDER BLADE .....29.99
TIME SOLDIERS .....29.99
TRANS BOT .....9.99
ULTIMA 4 .....39.99
VIGILANTE .....29.99
WANTED .....24.99
WONDER BOY .....24.99
WONDER BOY – MON/LAND 29.99
WONDERBOY III .....29.99
WORLD CUP ITALIA 90 .....24.99
WORLD GAMES .....24.99
WORLD GRAND PRIX .....12.99
WORLD SOCCER .....24.99
Y's .....32.99
ZAXXON 3D .....29.99
ZILLION .....24.99
ZILLION II .....24.99

**SEGA GOODIES**
SEGA BUMBAGS .....5.99
SEGA HAT .....5.99
SEGA T-SHIRT L/S .....9.99
SEGA HOLDALL .....13.99
SEGA WATCH .....14.99
SEGA POWER MAGAZINE .....1.25
SEGA POWER BACK ISSUES 1.25

**MEGADRIVE .....189.99**
POWERBASE CONVERTER .... 29.99
ARCADE POWER STICK .....34.99
AUDIO – VIDEO CABLE .....7.99
CONTROL PAD .....14.99
ALEX KIDD ENCH/ CASTLE .... 29.99
ARNOLD PALMER T/GOLF ..... 34.99
BUDOKAN .....39.99
COLUMNS .....29.99
*CYBERBALL .....34.99
ESWAT .....34.99
*GAMEGROUND .....34.99
GHOSTBUSTERS .....34.99
FORGOTTEN WORLDS .....34.99
GHOULS N' GHOSTS .....44.99
GOLDEN AXE .....34.99
*HERZOG ZWEI .....34.99
LAST BATTLE .....34.99
MOONWALKER .....34.99
MYSTIC DEFENDER .....34.99
RAMBO III .....29.99
PHANTASY STAR II .....59.99
POPULAS .....39.99
REVENGE OF SHINOBI .....34.99
*STRIDER .....44.99
SPACE HARRIER II .....34.99
SUPER HANG ON .....34.99
SUPER LEAGUE BASEBALL 34.99
SUPER MONACO GP .....34.99
SUPER REAL BASKETBALL ... 34.99
SUPER THUNDERBLADE ..... 34.99
SWORD OF THE VERMILION 49.99
THUNDERFORCE II .....34.99
TRUXTON .....34.99
*TWIN HAWK .....34.99
WORLD CUP ITALIA '90 .....29.99
ZANY GOLF .....39.99
ZOOM .....29.99

ALL ORDERS WILL BE SENT ASAP PRICES INCLUDE VAT
* COMING SOON
PLEASE SEND PAYMENT WITH ORDER
ADD £2 FOR DELIVERY

FREE SEGA BUBBLEGUM WITH ALL ORDERS

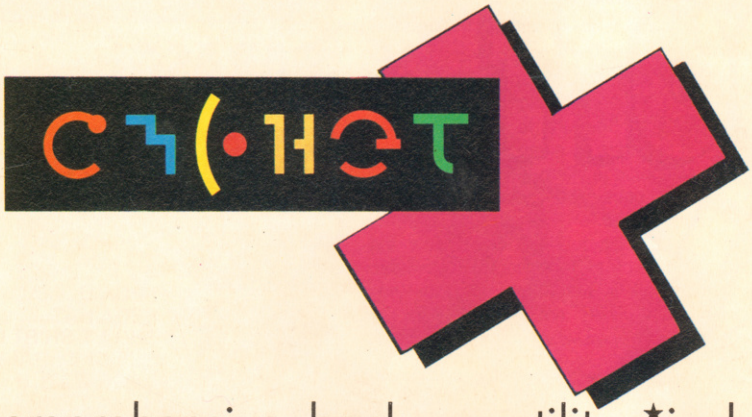
★★★OUR SHOP IS NOW OPEN★★★

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY

TV GAMES
THE SEGA SHOP
11 CASTLE PARADE
92 EWELL BY-PASS
EWELL SURREY
KT17 2PR
PHONE 081 786 7816
0831 520474
FAX 081 786 7192

# X-COPY PROFESSIONAL

**The essential package for all your BACK-UP needs!**
**Now includes HARD DISC BACKUP & FILE BACKUP.**




*The most comprehensive back up utility *includes floppy disc backup, hard disc backup and file backup. *Also backs up ST, IBM etc discs. *Checks discs for errors. *Optimises data for faster loading. *Fast formatting. *Copies up to 4 discs in 48 seconds. *Full update service available.

X-COPY PROFESSIONAL caters for all your needs, included in the package is a small hardware interface that plugs into the external disc drive port at the rear of the Amiga and your external disc drive (if you have one) plugs into the back of the interface. This allows the DIGITAL BIT IMAGE COPY MODE to use the ADAPTIVE PULSE WIDTH MODULATION routines to backup virtually all known discs.

## AVAILABLE NOW ONLY £39.99 PLUS £1.00 POSTAGE AND PACKING

**1988 COPYRIGHT ACT**. Siren Software neither condones nor authorises the use of its software for the reproduction of copyrighted software. The facilities offered by X-Copy Pro are intended to back up users own software, PD Software & other such programs where permission had been given. It is illegal to make copies of copyrighted material without the permission of the copyright holder.

**X-COPY II IS THE BEST, GUARANTEED**

**OUR GUARANTEE:- At time of purchase, if your can find a program that is more powerful than X-COPY PRO we will refund your money.**

**Ordering X-COPY PROFESSIONAL**

Access/Visa orders can be placed by telephoning 061 228 1831. For mail order, fill in the order form and send with a cheque or postal order to:- Siren Software, 84-86 Princess St. Manchester M1 6NG. England. VISA Access

Name .....
Address .....
.....
.....
.....

# import

## BIG RUN

**JALECO ● £39.99**

The Paris-Dakar rally is one of the hardest races in the world. It requires nerves of steel and supreme driving skill to endure the months of your sweaty hands gripping a sizzling steering wheel. In Jaleco's *Big Run* you get to jump behind the wheel of Porsche's super car, the 959. The 959 has never actually won the rally in real life, but it's a darn sight more cool to drive than the Citroen ZX driven by Ari Vatenen, the winner of this year's rally.

Thankfully, you're not expected to endure this complete journey by yourself, for a navigator, sponsor, support team and personal mechanic must all be hand picked before you embark. Each of these helpers costs differing amounts of money. For example, a costly navigator will warn you of dangerous corners much earlier than a cheap one. Although money doesn't grow on trees, so you'll have to compromise.

After your crew have bitten a large hole in your wallet, you will have to choose what hardware you wish to chuck in the boot in case you break down. It's always a good idea to take things like extra tyres and even a spare suspension. If the equipment is in the boot of the car, should a problem arise it will be repaired a lot quicker than if you should call out the mechanic's vehicle. However, if you do happen to fall into dire straits and do irreparable damage to your car, then you will have to call in the support team.

To make life even more difficult, there are parts of the rally with no track to follow. On these stretches you have to rely on your navigator to show you the way. You will also come across other cars on the route who sometimes roll over just in front of you – and quick reactions are needed to avoid them. If there is no way of overtaking you can beep your horn and they will pull over to one side of the track (sometimes!).

*Big Run* was not a very well known arcade game, although I don't know why because it's very enjoyable and exhilarating. The Famicom conversion is superb. The intro screens are good and they use some fantastic

"I'm singing in the rain, just singing in the rain. What a wonderful feeling, I'm happy again." Bub and Bob get their umbrellas out for the colourful version of *Parasol Stars* on the PC Engine.

## PARASOL STARS

**TAITO ● £30**

In Bubble Bobble, Bub and Bob had bubbles as their weapons, in *Rainbow Islands* they had rainbows, now in *Parasol Stars* they have umbrellas to bash all the creatures.

The umbrellas have other uses besides bashing your many foes. You can use them as parachutes for falling long distances or you can use them as a shield. But the best use of all is when you catch some of the many water droplets on your umbrella. You can use these to fire across the screen, killing all in their way. If you accumulate six water drops (or lightning bolts on later levels), a torrent of water will cascade around the screen killing all it touches.

After clearing around six screens you have to defeat a huge monster which will take many lightning bolts before it dies. Each set of screens has its own visual/aural theme. For example, the first set is all to do with music, where you have to trap trumpets and punch pianos, the second set is full of robots. Although the *Bubble Bobble* series is getting fairly old now, the gameplay is still just as addictive and frustrating. The sprites are all very well drawn and humorous to watch as they walk or bounce up and down the platforms. The use of umbrellas as weapons is a novel idea and should appeal to pacifists. You won't find any super laser destruction weapons here just cutesy creatures with smiles on their faces (bleurgh!).

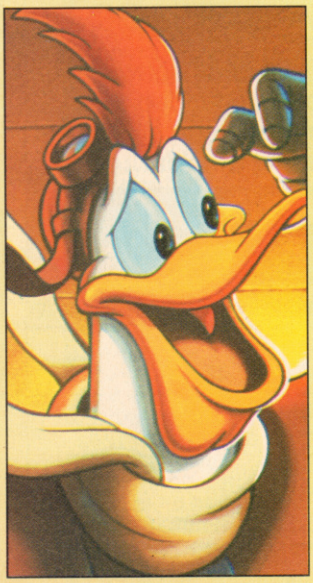
*Parasol Stars* is a very appealing game with addictive gameplay and plenty of levels to keep you going. Get hold of a friend and have double the fun in two-player mode.

**PC ENGINE 82%**

## DUCK TALES

**NINTENDO ● £25**

This is an exact copy of the NES *Duck Tales* that was reviewed a couple of issues ago alongside the 16-bit versions. As such, it is set over the same five levels: the Amazon, Transylvania, African mines, the Himalayas and the Moon.



As you know, Scrooge McDuck must explore these five levels looking for diamonds, secret treasures and other items that will help him become Duck of the Year. To deal with any nasty surprises that he may come across, Scrooge has come prepared with a deadly pogo-stick. Also dotted around the place are his nephews Huey, Dewey, Louie and Webby. These clever little sausages will give their uncle clues to help him on his way.

This game is huge! There are just so many secret rooms and hidden treasures to find. The levels are big and vary graphically, and all are very well drawn, with superb attention to detail. The music is also excellent with a different tune for each level and a rendition of the cartoon soundtrack on the title screen.

A superb platform game that has addictive gameplay, impressive graphics and super sound. And due to the puzzle solving elements, you'll keep coming back for more.

**GAME BOY 90%**

visual effects. The sprites are similarly impressive, with massive cars, all of which are very detailed. As you'd expect, speed isn't a problem for the Famicom and the race zooms along at an alarming rate – although it's not as smooth as *F-Zero*. The sound is sickenly good and full of crystal clear sampled effects. You even get a different piece of music for each stage. Most importantly, the difficulty level is pitched just right, ensuring you'll be racing well into the night.

**SUPER FAMICOM 89%**

# YOUNG MASTER

## NAMCOT ● £30

*Young Master* is yet another *Wonder Boy* lookalike. Japs and original games, huh, you'll never see it.

You play a young lad with rosy red cheeks and a rather strange pointed haircut. He can run, jump and fire at creatures, and if things get tough he can turn into a cat (presumably because they've got nine lives).

At the end of each of the seven levels is a guardian who must be killed in order to gain entry to the next level. These come in all shapes and sizes, for example there are two comical hippos at the end of one level and a huge genie on another.

There is nothing really spectacular in *Young Master*, everything has been seen before. The backdrops are well drawn but not particularly detailed or bright. The sound is not very awe inspiring either, there are few effects and the music soon grates. Average, *very* average.

**PC ENGINE 52%**

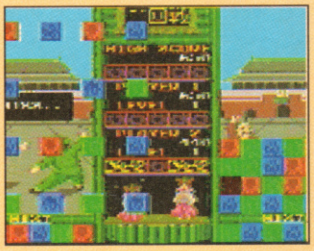
# MEGAPANEL

## NAMCOT ● £33

After looking at the screenshots you're probably thinking "not another *Tetris* clone". But *Megapanel* is different; it may have a similar screen layout but the gameplay is very refreshing.

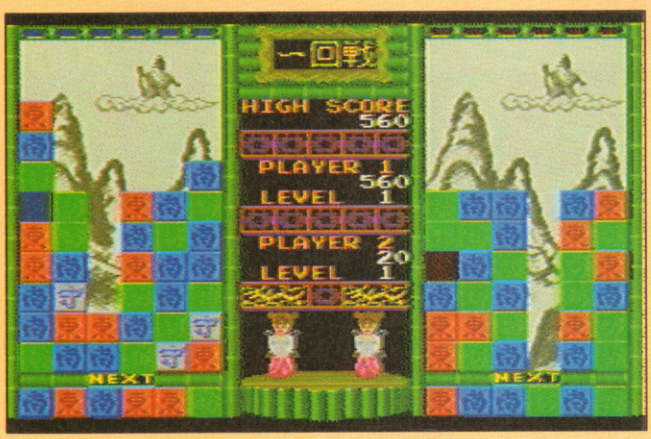
On the screen there are a collection of tiles each with a different colour and pattern. There is also a space amongst them. Using the space, you can shove the tiles around to form lines of the same colour. Arrange three in a row or column and they will disappear. If you manage to get four or more in a row, special things will happen depending on what mode of the game you are playing. In one player mode, drips will fall down from the opposite side of the screen and clear blocks to reveal a picture (usually featuring a cute Japanese girl and her cat!). Clear more than three in two-player mode, and you'll force more blocks to land on the top of your opponent's tiles, pushing him nearing the top of his basket.

The Mega Drive is rather short of puzzle games, so *Megapanel* is a welcome addition to *Tetris* and *Columns*. The graphics may be simplistic, but the gameplay in two-player mode more than compensates. Fun and frustrating at the same time, it's just what a good puzzle game should be.



To shut up the talking girl in *Megapanel* press button C. Tip courtesy of The Complete Sega Solution.

**MEGA DRIVE 88%**




# CHASE HQ

## TAITO ● £25

*Chase HQ* seems to have been converted to just about every computer and console format I know. The Game Boy has quite rightly got its own specially developed version (in London no less) and proves Henry Ford's old adage that any colour car will do so long as it's black (with a greenish tinge in the Game Boy's case).

If you never heard of the game before, it runs something like this. You are a police officer in LA, and along with your partner you must drive around the city in your Porsche pulling over murder suspects, drug dealers and their like and giving them a good frisking. As you zoom through the streets you have to bash the criminal's car a certain amount of times before they eventually surrender and career off the road. There are five levels, taking you through tunnels, towns and forests.

The graphics are good, if not particularly detailed, but they do scroll smoothly at a fast speed. All the tunes are there, but no speech. The Game Boy version remains faithfully to the original in all respects, even its short term playability (completed on my third go!). So unless you're an inexperienced gamesplayer, I would steer clear (geddit?).

**GAME BOY 62%**

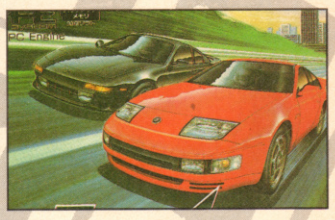
# ZERO 4 CHAMP

## MEDIA RINGS ● £30

The smell of burning rubber, the revving of your engine, the quarter mile stretched out in front of you. If the idea of screaming down a track at ridiculous speeds in a Nissan 300ZX or a Toyota MR2 appeals to you then read on.

*Zero 4 Champ* is all about drag racing. But not your conventional drag racing, this uses production cars instead. Judging by the intro sequence, it seems someone has taken a look at your brand-new MR2 and fancies his chances at a race. So he lays down the gauntlet and challenges you. .

The next thing you know, you are on the starting line, with the revving of engines ringing in your ears. The lights go green, and you slam it into first gear; the quickest through the gears will win the race. There are no corners or hazards, so it's all pretty simple stuff. After the race you have the option to upgrade your car before you start the next race.



After accusing the Japanese of producing unoriginal games, I must admit to never seeing a drag racing simulator. At the start of the game there are some superb pictures of the cars and their engines. The in-game cars are just as good, although the sound is uninspiring. The only thing that's missing is gameplay. There's absolutely no challenge in driving down a straight track, and the game soon becomes boring.

**PC ENGINE 65%**

THANKS FOR THE (READ ONLY) MEMORIES

**The pages of Import could not have been brought to you without the help of PC Engine Supplies/Console Concepts at 223B Waterloo Road, Cobridge, Stoke-on-Trent, Staffordshire ST6 2HS. Tel: (0782) 712759. Cheers, Col'!**



A: An elephant at the North Pole.

# Get into the picture

*Probably the best joysticks in the world!*

## STAR PROBE

* Eight highly sensitive light touch MICROSWITCHES * Unique ergonomically designed control handle. * Built in **AUTO FIRE** * Indestructible METAL SHAFT * +2, +3 Selector Connector * Four fire buttons * 12 month warranty * Automatic Centering * High impact robust body * Heavy duty base with strong stabilising suction cups * Eight directional control * On table or in hand operation * Compatible with ZX Spectrum 16k, 48k, 128k (Interface sold separately) +2, +3, Commodore 64, Vic 20, C64, Plus 4 (adaptor sold separately), Amstrad, Atari, etc.

**£14.99**

## MACH I

* Deluxe, robust construction * Comfortable rugged hand-grip, * 8 directional control with automatic centering * Heavy duty base with strong stabilizing suction cups * Highly sensitive light touch **MICRO SWITCH** fire buttons * Ergonomically designed control handle with indestructible **METAL SHAFT** * Built in **AUTO FIRE** function. Mach 1 Joystick compatible with: * Sinclair ZX Spectrum 16k, 48k, 128k, +3 (interface sold separately). * Amstrad Computers * Commodore 64 and Vic 20 Computers * Commodore C16 & plus 4 Computers (adaptor sold separately) * Atari 2600 & Atari 5200 Video Game Systems * Atari Home Computers etc.

**£10.99**

## EXTERMINATOR

* Two ultra sensitive fire buttons * Ergonomically designed control handle * 12 months warranty * Automatic centering * High impact robust body * Heavy duty base with strong stabilising suction cups * Eight directional control * On table or in hand operation * Compatible with ZX Spectrum 16k, 48k, 128k, +2, +3 (interface sold separately) Commodore 64, Vic 20, Amstrad, Atari, etc.

**£5.99**

## 125 +

* Compatible with ZX Spectrum, 16k, 48k, 128k (Interface sold separately), +2, +3, Commodore 64, Vic 20, C 16, Plus 4 (adaptor sold separately), Amstrad, Atari, etc. * Four extremely sensitive fire buttons * Uniquely styled hand grip * Auto fire switch * 12 months warranty * +2 Selector Connector

**£8.99**

**125 SEGA version available £9.99**

## 125 Special

* Four independantly controllable fire buttons, each of which may activate its own assignable functions * Centre return * Extra strong stabilising suction cups * Auto fire facility * 12 months warranty * Compatible with Spectrum 16k, 48k, 128k (using dual port interface), +2, +3, Atari, Commodore 64, Amstrad, CPC range (with adaptor) etc. * 8 directional control. * Unique rotate function. * Ergonomically designed hand grip. * Rugged long life contacts. * Also functions as standard type joystick. * State computer type when ordering.

**£12.99**

All specifications and prices subject to change without notice.

**Prices include VAT, postage & packing Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome.**

Cheetah products available from branches of

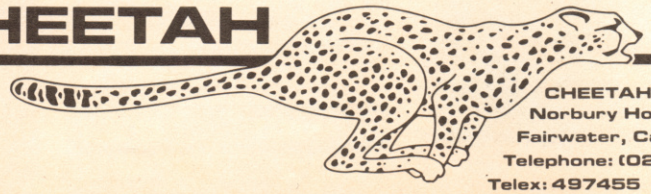
Argos Dixons Harrods WHSMITH

High St. Stores and all good computer shops or direct from Cheetah.

ACCESS

VISA

# CHEETAH



**CHEETAH INTERNATIONAL LTD.**
**Norbury House, Norbury Road,**
**Fairwater, Cardiff U.K. CF5 3AS.**
**Telephone: (0222) 555525**
**Telex: 497455 Fax: (0222) 555527**

CUTE
AND
CUDDLY
CHAOS!

# SUMMER CAMP

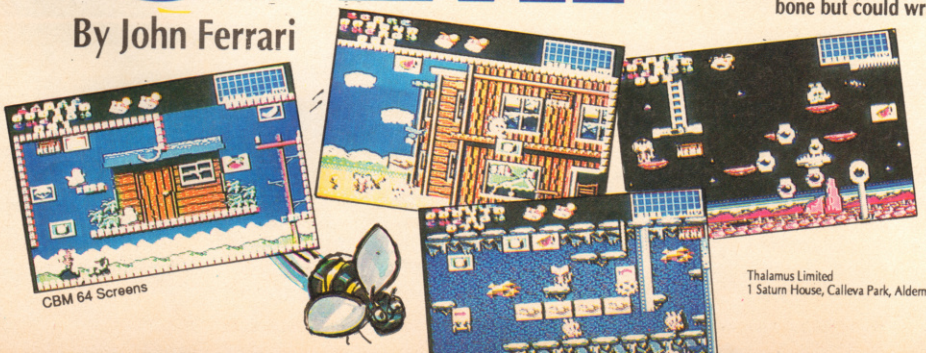
By John Ferrari

GET INVOLVED IN THE CRAZIEST CARTOON GAME EVER!

Maximus Mouse has to retrieve the lost Stars&Stripes for the grand Opening Day of Summer Camp - but where is it?

Screen after screen of madcap action, addiction and the most colourful collection of cute, crazy but deadly characters you're likely to find!

It's the arcade game that tickles your funny bone but could wreck your vacation..!



CBM 64 Screens

Voted
**YC Fun One 96%**

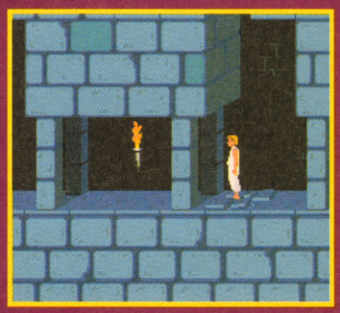
CBM 64/128
£9.99cass £14.99disk
Amiga
Atari ST £19.99

THALAMUS

Thalamus Limited
1 Saturn House, Calleva Park, Aldermaston, Berksshire RG7 4QW Tel 0734 817261

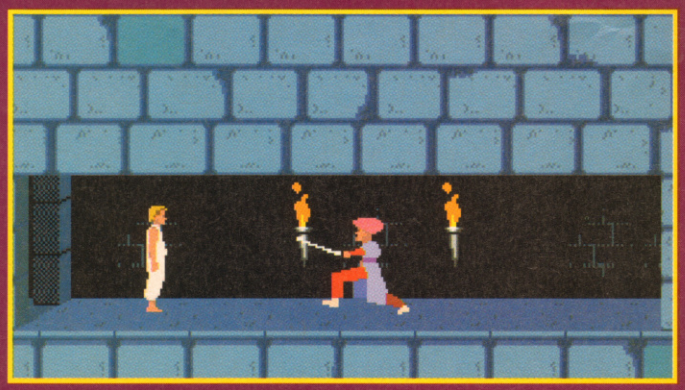
# HACKS & STACKS

# PRINCE OF PERSIA



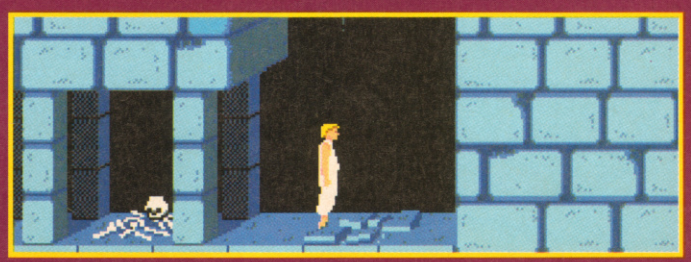
**Surgery is open, as Doctor Zak lobotomises the Prince of Persia and Rick Dangerous amongst others – has this man no morals?**

I dunno, you bring out a computer game where this guy looks as though he can actually walk properly, and the industry goes into raptures about it. Huh! I've been walking for nearly 80 years now and no-one has ever raptured over me. Still, Broderbund brought out this game through Domark, *Prince of Persia*, and out of the kindness of my two hearts (one of the perks of working in a hospital, y'know) I have provided maps to all the levels. All this could only be possible through the pages of RAZE – and thanks to a few programmer disks I found lying around my desk!



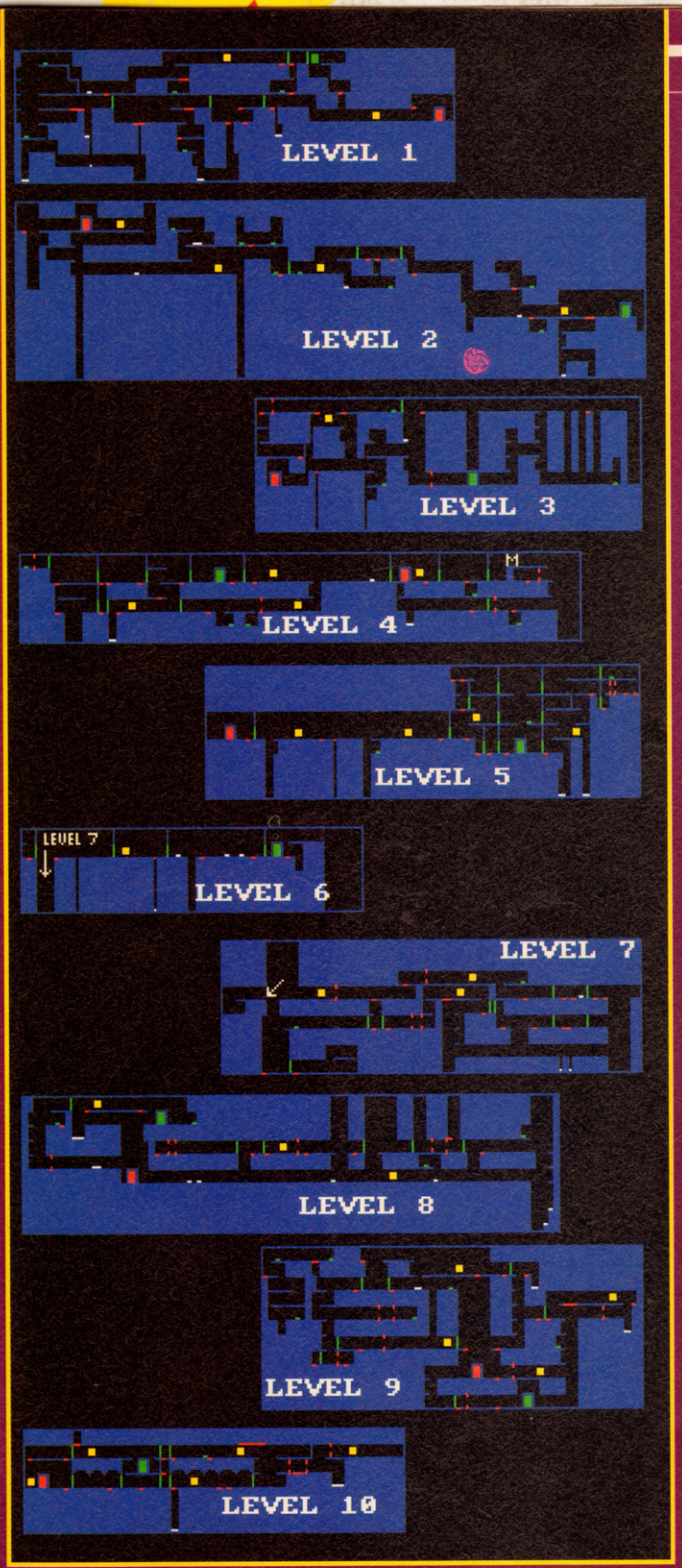
## GENERAL TIPS

- Most potions are helpful, a few are not, but some let you see things from a different point of view.
- Occasionally you will come across a guard who is so close that you don't have time to draw your sword. The chances are you will have passed underneath him at some point. So if you see a guard above you at any point, try *walking* past him instead of running, then when you come to him, he should be facing the wrong way leaving you time to draw your sword.
- On level four, when you return from the pressure pad which opens the exit, you will come across a mirror that seems to be impassable; take a run and leap through it. You should now be on the other side, minus your shadow which you will find at another point in the game.
- On level six you will come across a wide gap with your shadow looking at you from the other side; take a running jump and hold the fire button down. You will not reach the other side and will fall down the gap. Keep your finger on the fire button and you should end up on a ledge hanging by your finger tips, push your joystick forward to climb up and you are now on level seven.
- At times it may seem impossible to complete a level, timing is very important on a lot of the levels, so keep trying; you should get there in the end.





Q: Why did the elephant quit the circus?




## KEY

**Buff horizontal line** – position of spikes.
**Red horizontal line** – pressure pad or collapsing floor.
**Green horizontal line** – either a potion or weapon
**Green vertical line** – position of a gate or a portcullis.
**Red horizontal line in a blue border** – position of guillotine.
**Purple square in a blue border** – position of the exit from the level.
**Green square in a blue border** – start position in level.
**Yellow square** – where you'll find a guard.

# TIP SNIPS

**I see you chaps out there have finally decided to leave your senses and your inhibitions behind and lower yourselves enough to send a poor old mentally incompetent genius like myself your tips. You know, back in the old days, I used to live the high-life. Dinners with royalty, a knighthood, TV appearances, the lot. But now, since that nasty incident with a gerbil and Princess Anne, I've been reduced to writing pap like this just to keep a roof over my head. Hmph...**

## KID GLOVES
*Amiga, Atari ST*

We kick off with a truly ancient tip for an ancient game, but hey look at the pop charts if you want old rereleases. On screens eight and 12 of *Kid Gloves*, if you press DELETE you will go back a screen. Gee thanks, Ben Branson of Bridgewater. [turns over paper] Ahem. Sorry, chaps, but this idiot used both sides of the paper. Once you have gone back a screen the lives icon should be flashing. If you die there then you should receive infinite lives. Fascinating.

## TEENAGE TURTLES
*Atari ST*

Daniel Higgins of Aberdeen contacted us with this and the *SCI* tip.
On *Turtles*, using the code 8859 1506 will give you infinite energy every time you press HELP.

## SCI
*Atari ST*

If you type in INAJARDENIN, pressing T will give you extra time, pressing N will skip a level, and W will give you extra weapons.

## CAR-VUP
*Amiga, Atari ST*

Now it's time for a bit of a Core Design frenzy thanks to fellow fool Richard Berkely of Derby.
Type these in on the high score table for the results shown.
BUMPER: unlimited bumpers
PUSSY CAT: nine lives
ARNIE: 100,000 points
WOOARRGGH: speed turn
WHOOPSIE: starts you in the prehistoric level

## RICK DANGEROUS II
*Amiga, Atari ST*

Typing POOKY on the high score table will get you into a level select screen will lets you choose the levels but with reduced number of screens.

## TORVAK THE WARRIOR
*Amiga, Atari ST*

Get to the high score screen, easier for some than others I realise, and type in the following: CHEAT... (that's three dots). When you get to the map screen before the beginning of the level you can access levels two to five by hitting the appropriate function key along with the fire button. When you release the fire button, you will find yourself at the start of your chosen level.

## LOTUS ESPRIT TURBO
*Amiga*

Did you know that the Amiga version of *Lotus Esprit* contains a separate shoot-'em-up game? Enter player one's name as Monster, and player two's as 17 (in figures) and it will take you into a rather neat little shoot-'em-up.
Having trouble qualifying for the next round after a few races? Then enter player one's name as IN THE BIG COUNTRY and player two's as CHARIOTS OF FIRE to make sure that you get to race on every track.

## TOYOTA CELICA GT RALLY
*Atari ST*

If you press C as you start your engine you will find that you have completed the stage without using any time.


A: He was working for peanuts.

# CD SIGHTS ON

Still going strong after all these years.

*The man with the shiny discs is back. Paul Rigby looks at the three console CD-ROM systems, and brings news of a fab American Laserdisc game.*

If you've recently bought a console and thought you were at a dead end when it comes to expanding, then think again. If you own a PC Engine, Mega Drive or Super Famicom then the future is bright. Indeed, PC Engine owners have been having it rosy for many years now.

The PC Engine CD-ROM offers 64K of system RAM, 2K of backup RAM, and the drive supports a 150K per second data transfer rate. Sounds impressive, doesn't it, but the technology is over two years old now and is showing its age. The main problem is the access time, which can be anywhere up to three seconds! When you're in the middle of playing something like *Wonder Boy III*, this can be very frustrating. But the machine is for much more than just playing games.

When it's time for a music break you can play audio CDs. Just plug the CD-ROM into your stereo, pop a music CD into the unit and crank up the volume. If you have a TV connected to the PC Engine, you can use the regular joypad to select commands from menus displayed on screen. As with any CD player, you can select random play or programmed play. A special menu enables you to select the tracks you want to play and a "music calender" displays the order of the tracks. You can choose which track you want to begin playing from, fade in/out between tracks or just listen to the intros of each track till you find the one you're after. Clever stuff.

As for a Mega Drive CD-ROM, well, Sega are keeping quiet. But be in no doubt that there is going to be one. There are several versions of a CD-ROM unit for the Mega Drive depicted in the Japanese press, and here's what information can be gleaned from the coverage. The Mega Drive and its CD player will probably be connected in piggy-back form. The CD-ROM drive will serve as a base for the existing game system unit which will nestle inside of it. The mysterious port on the side of the system unit will fit into a slot at the top of the CD-ROM. Unlike the PC Engine CD-ROM which requires that you manually fit a disk into the drive, the Mega Drive player will use a motorised front-loading mechanism similar to that of audio CD players. To access a compact disc in the player, you will need a special system cartridge.

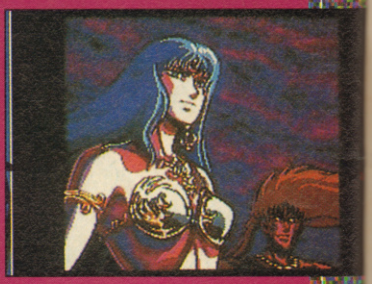
Gamesplayers will be glad to know that the Sega unit is being fitted with a hefty RAM buffer for its CPU. This will enable the unit to read and send game data while continuing other game functions. Depending on the proficiency of games programmers, it should cut down the lag produced by CD's slow access times. You'll probably see a Japanese Mega Drive CD-ROM unit before the year's out, with a price of around £200.

The only other console that is certain to get a CD add-on is Nintendo's Super Famicom – but don't expect it this year. There are no hard facts at the moment, but how's this for a meaty rumour: the Super Famicom CD-ROM unit could access up to five discs simultaneously!

As the months pass by, I'll get more hard facts and juicy rumours. You'll catch the latest CD gossip here every month (almost).

## COMPACT STORIES

★ *Valis III* is another hot CD game on the PC Engine and continues the story of the magical Valis sword. The evil Emperor Magus (picture a Transformer with a bad attitude) is once again ravaging the land of Vecanti and the holder of the Valis sword is the only one with a chance of defeating Magus in over nine levels of action adventure. Released in Japan this month.


The PC Engine CD-ROM market is still going strong. The legendary heroine, Valis, returns for a third instalment.

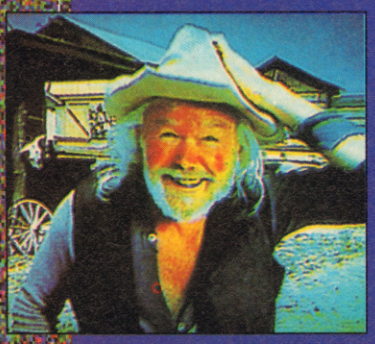
★ Access will use a modified graphics engine to produce slick live video footage within a range of planned CDTV titles. Many gamers will have already seen the prototype system used within the computer versions of *Crime Wave, Mean Streets* and *Countdown* (all available from US Gold).

Access, the makers of *Countdown*, will soon be breaking new visual boundaries in the CD market too.

★ If multimedia is successful, the days of the traditional software publisher are numbered. To produce one multimedia title on CD-ROM will set you back at least $250,000 (£125,000 approx) more realistically $800,000 (£400,000 approx).

★ Psygnosis are working on a CDTV title called *Dawnscape* that will also appear on the PC Engine CD-ROM. Some of this game has the look of a claymation movie, however, Psygnosis are also using ray-tracing, 3-D modeling and fractal-generated graphics to give a slick special effects feel at 30 frames per second. The release of *Dawnscape* is still about two years away, though.

## LUSCIOUS LASER TITLES



American Laser Games are a New Mexico outfit that are about to produce the Laserdisc arcade unit version of, wait for it, *Mad Dog McCree*! But they're nothing like the Laserdisc games you may remember from the distant past. These new video games incorporate real interactive technology instead of computer generated graphics or animation.

The game was filmed at the Eaves Ranch in northern New Mexico for the cost of a low budget movie (over $250,000) with a cast of actors, professional stunt people and explosive experts.

Two versions of the game are in the works: a 33" colour monitor version and a 50" rear projection TV model. The initial cost of *Mad Dog McCree* will be pricey (up to $13,000 apiece) but American Laser Games has a plan that will make the games more affordable for arcade operators. Arcades will be able to rent new Laserdisc titles from American Laser Games so when players tire of a title it can be changed quickly and cheaply.

# FAMICOM, LYNX + GAME GEAR
## CARTRIDGE HIRE SERVICE

*FUTURE-HIRE* GIVES YOU THE CHANCE TO:
HIRE,BUY,SELL OR EXCHANGE ANY TITLE ON THESE CONSOLES.
HIRE ANY LYNX OR GAME GEAR TITLE-ONLY 2.50 PER WEEK
HIRE ANY SUPER FAMICOM TITLE-ONLY 4.00 PER WEEK
WE WANT YOUR OLD GAMES PHONE FOR BEST PRICES

**HARDWARE & SOFTWARE**
SCART SUPER FAMICOM + GAME ONLY 280.00
ATARI LYNX + GAME ONLY 125.99
SEGA GAME GEAR + GAME ONLY 129.99
**SUPER FAMICOM GAMES - 37.00 TO 40.00 EACH**
**ATARI LYNX GAMES - 25.99 EACH**

FOR FULL DETAILS SEND S.A.E. TO:-
*FUTURE-HIRE*
31 FIRS GLEN ROAD,WEST MOORS
FERNDOWN,DORSET,B22 OEB

OR PHONE BETWEEN 9am-6pm:-
(0202 875141).LEAVE NAME + ADDRESS
(FOR FULL DETAILS)
PHONE (0202) 872365 AFTER 6pm

# DIAL-A-TIP CHEAT-LINE

**for cheats, tips, pokes and secrets on all computer and console games ring now on**

## 0898-10-1234

**PRIZES FOR BEST CHEATS, TIPS, ETC.**
**Send to: P.O. Box 54, Southwest Manchester M15 4LY**
Proprietor : Jacqueline Wright Please ask permission of the person who pays the bill calls charged at 33p per min 'Cheap rate' 44p per min at all other times.

**Where** can I get **Game Boy, Genesis, Nintendo, Turbo Grafx, Neo Geo, Lynx** and more for prices 50% less than what I'm paying now?

Buy calling **The Ultimate Game Club** and getting American Games at American Prices; For example:

| Video System | Avg Price In Pounds | | # Games Avail | Adapter to |
|---|---|---|---|---|
| | Per Game | Per System | | Play on UK? |
| **Nintendo** | $15-30 | NA | 400 | Yes -$25 |
| **Game Boy** | $12.50-15 | $45 | 100 | No |
| **Lynx** | $17.50-20 | $50 | 25 | NA |
| **Sega 8-Bit** | $15-25 | NA | 100 | NA |
| **Genesis** | $15-35 | NA | 60 | No |
| **Mega Drive** | $20-30 | $85 | 100 | Yes- $15 |
| **Turbo Grafx** | $15-35 | NA | 60 | Yes- $25 |
| **PC Engine** | $20-30 | $95 | 200 | No |
| **Neo Geo** | $100 | $225 RGB | 12 | No |
| **Game Gear** | $15-20 | $80 | 5 | No |

And the best part about it is that all games from the USA play in English and have English instructions- perfect for RPG fans.

Approximate shipping costs for fast 2 day service (UPS Blue or Fedx) is $20 for the 1st game, $2 each additional. For 5-10 day service US Mail is $10 for the 1st and $1.50 for each additional. Customs duty is 15% on your total order not including postage. You do not pay us the customs!

A Genesis game is the American version of a Mega Drive game. A Turbo Grafx is the US Version of PC Engine. All other games are the same as the European version. The benefit of from us is 1) Pay 50% less for games. 2) Availability of 100s of more American games unavailable in Europe. 3) The games are released officially in the USA 1st, so now you can get them light years before the rest of Europe. Need we say more!

We also wholesale games for 10-30% less than the prices in this ad to shops and distributors in Europe. But you must be a registered business to buy wholesale

For **Retail** sale call **The Ultimate Game Club:** 010-1-203-388-6741.
For **Wholesale** call **Direct Distributors:** 010-1-203-395-0851.
Our **Fax # for both**: 010-1-203-388-0084.

Address for Retail:
**Ultimate Game Club**
1491 Boston Post Road
Old Saybrook, CT. 06475

Address for Wholesale:
**Direct Distributors**
1491 Boston Post Road
Old Saybrook, CT 06475

We accept bank cheque, wire transfer, Mastercard, Visa, Discover, & American Express in US Dollars only. Your bank will convert this at no extra charge.

# ► IT`S COMPETITION TIME !!! ◄

***ENTER OUR JUNE COMPETITIONS AS OFTEN AS YOU WANT!***

***RING 0839 - 121208 and you could win a NINTENDO SUPER FAMICOM***
*the june Famicom is every bit as good as last months!!*

***RING 0839 - 121209 to win a fabulous GAMEBOY!!***
*not just a gameboy though, this one comes with Tetris and ROBOCOP*

***RING 0839 - 121210 the prize up for grabs is.. An ATARI LYNX***
*seen the newer slicker Lynx? got one? you soon could have! call now!!!*

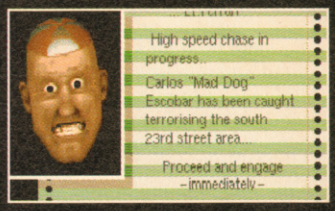
***RING 0839 - 121211 be the talk of the town! A SEGA MEGADRIVE***
*time to upgrade your console? save a fortune by winning one!!!*

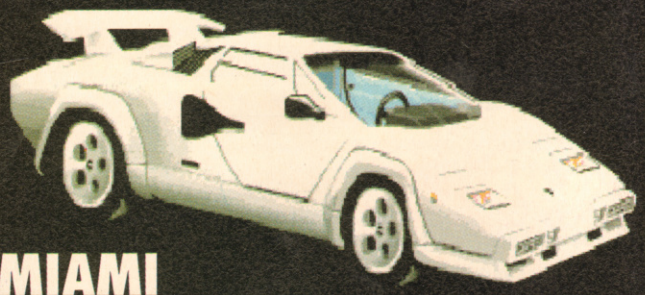
*calls are approx. 4 mins long and cost 44p per min peak rate and 33p per min other times (so use your head!) make sur you have permission to use the phone. one prize per competition (sorry about that)*

*Premier Prizes, po box 59, luton, lu1 3yw*

# BUDGET BLITZ

**With the poll tax on its way out, VAT on its way up, and local elections on their way, our man in power, Sir Ivor Tightwallet MP, manages to squeeze RAZE in between rigourous canvassing and harassing of the innocent public**



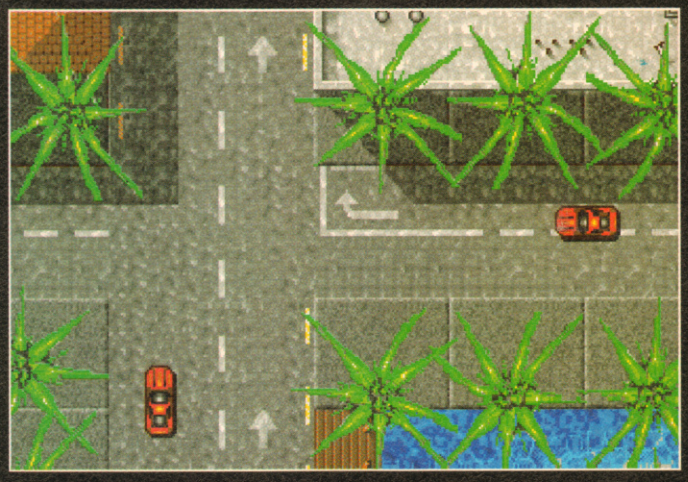



## MIAMI CHASE

**CODE MASTERS ● £7.99**

The boys from Southam are really turning up the heat on the full price labels now. *Miami Chase* is Code Masters' first ever two-disk game, and they've still managed to keep the price down to eight quid. (Now I know where Nigel Lawson is working after leaving the treasury.) And according to my new law and order minister, Mr Nick M Andcuffem, *Miami Chase* is in serious danger of out nitroing *Nitro* and outchasing *Chase HQ* – hmm, we'll see.

*Miami Chase* puts you in the shoes of Lt. Don Ferrari (madeup-name). You have been given 48 hours by the mayor of Los Angeles to clear the streets of the seven crime lords who are usurping his authority and generally making him look like he couldn't enforce order at a Smarties disco let alone run a major city. This may sound like just another one of the Mayor's rants but this time he has backed it up by giving you immunity from prosecution for those 48 hours. Just think, you can go on a murdering spree and get away with it. Don't let those doddery old folks in the House of Lords hear about this.



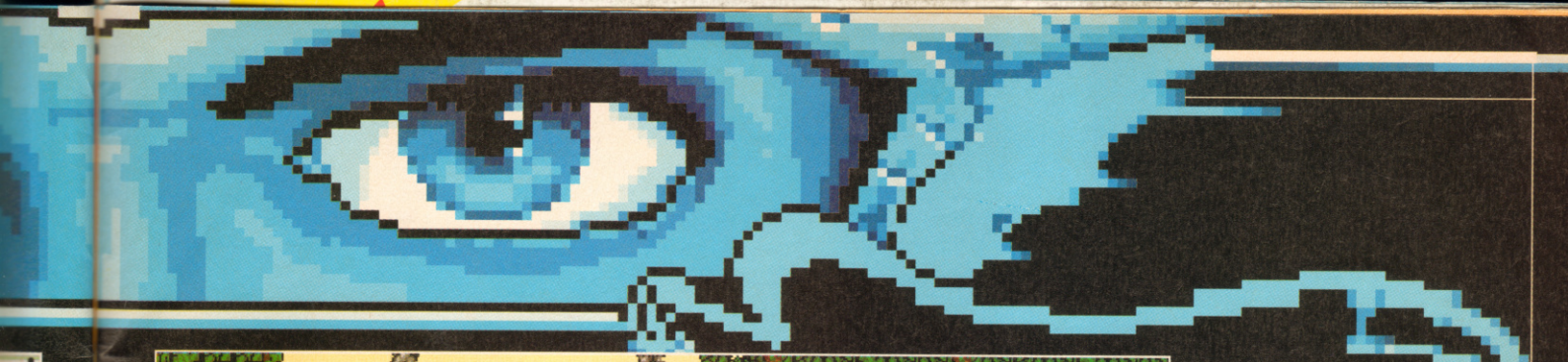
You race around the streets hunting down the criminals' cars. The cars come in two colours: red ones are fair game as they're evil minions, and the yellow one is the actual crime boss himself. The streets are full of other traffic including police cars and innocent drivers (what do you mean no-one is innocent in LA?). Cars are usually disposed of by shooting them, although they are also put out of action if they're rammed off the road. And, remember, if the police catch you, you are totally immune!

The *Chase HQ* content is viewed in a fashion similar to that of *Nitro* or *Super Cars*, directly above the cars. The graphics are great with some finely detailed cars. The game map is absolutely ginormous and changes on each level to ensure you don't get bored. The sound hasn't been skimped on either, it is some of the best around. And if you think budget games are all game and no presentation, then check out the fabulous intro sequence.

It amazes me that some companies hope to sell appalling stuff for £25 when Code Masters are selling top-notch games like this for less than a tenner. To say that this is another value-packed Code Masters game would be an understatement, it is without doubt their best game yet. Just look at those ratings...

AMIGA **95%**
ATARI ST **93%**

Q: How would you telephone an elephant?



# CONTINENTAL CIRCUS

**16 BLITZ PLUS ● £7.99**

Good racing games seem to have been a bit thin on the ground lately. Luckily, 16 Blitz have saved the day with the rerelease of *Continental Circus*.

This has got to be one of the best cheapo racing games around. The Circus takes you around the world to visit eight of the most demanding tracks for formula one drivers. On every track you must race and finish high enough in the order to qualify for the next race. While racing, you must also keep your car intact as it is prone to bashes and bangs when it comes into contact with not only other competitors, but also scenery around the track. If the damage to your car is very bad, you will have to stop in at the pits and get it repaired.

*Continental Circus* isn't one of those games where you keep your foot to the floor and just steer around the bends. If you're to succeed in becoming world champion, you must also know when to brake and be pixel precise when steering through the corners.

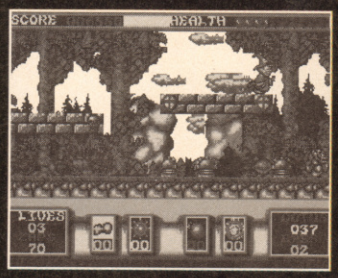
The graphics are not exactly stunning, but they are fast and smooth and that's what counts. *Continental Circus* is one of those games that doesn't look good from over someone's shoulder, but when you get down to play it, you'll find it hard to leave.]

AMIGA **79%**
ATARI ST **78%**

# SPELLFIRE THE SORCERER

**CODE MASTERS ● £7.99**

Our hero, Spellfire, has been given the task of ridding the kingdom of the evil spirit that has threatened to destroy it. Of course such a task is not easily done without the help of super-human powers. Sadly for you, super-human powers are not in abundance in the Middle Ages, so you have to rely on magic and sorcery like everyone else. But being one of those people that didn't take much notice at school, Spellfire isn't proficient enough at mixing his own dark powers and has to buy ready-made spells from little cauldrons dotted around the place.




Your quest to rid the land of evil starts in a forest inhabitated be millions of pesky armour-clad dwarves who like nothing better than to stab you with their spears.

At the end of the level, you'll meet a large hornet-like insect (very out of place) who guards the entrance to the dungeons. After trekking through the dark and dingy dungeons beneath the castle, you find a six-foot skull firing flame balls at you. Pass this big guy and you'll be invited upstairs into the first part of the castle, the hall.

The main problem with *Spellfire* is that it is far too easy. The first couple of levels will be zoomed through on your first go (hardly worth having). The graphics and sound are up to the usual high standards that Code Masters set themselves.

AMIGA **74%**
ATARI ST **74%**

# BUDGET BITZ

★ Hot news this month of a TEN game compilation from Beau Jolly. For a measly £29.99 on Amiga or Atari ST you get *Teenage Queen* (strip poker), *Captain Blood, Bubble Plus, Krypton Egg, Hostages, Tin Tin on the Moon, Purple Satin Day, Safari Guns, Jumpin' Jackson* and *Stir Crazy featuring Bo Bo*. That works out at three quid a game. Most of these have already appeared at full price from French company Infogrames, so this isn't anything to be sneezed at.

★ Digital Integration are releasing some "blasts" from the past on their Action 16 label. *Sherman M4* is a 3-D tank simulation featuring the most famous battles from WW2. *Kult* is an icon-driven adventure, originally from Infogrames. Completing the trio is *North and South*, a brilliant game set during the American civil war. The graphics are superb, and the game's incredibly addictive in two-player mode. Each of the games is available on Amiga, Atari ST and IBM PC for just £7.99.

★ Domark have decided to enter the budget battle with the launch of their Respray label. Initial releases are likely to be *Licence to Kill, Hard Drivin', APB* and *Toobin'*. The latter three have already appeared on a compilation called TNT, along with *Dragon Sprit* and *Xybots* for only £24.99. Each of the Respray titles is £7.99, so think carefully before you buy more than one of them. After these initial releases, Domark will be releasing an average of two games per month from their extensive back catalogue.

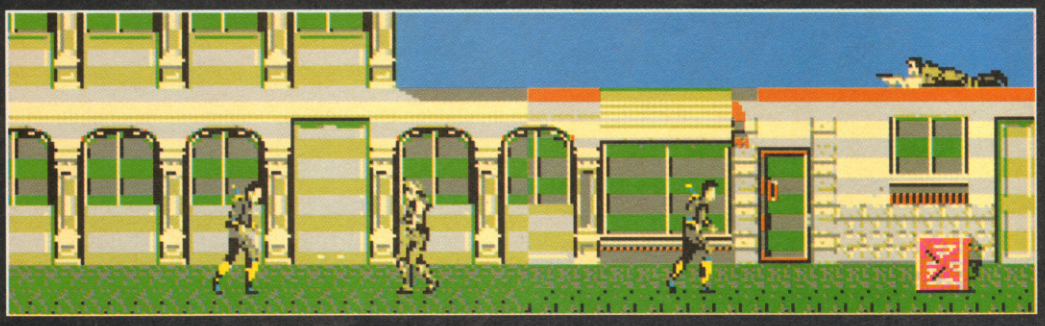
★ Infogrames have come up with the idea of bundling the classics *Sim City* and *Populous* for £29.99 on all formats. Good value when you consider both products are still selling well on their own.

★ Following another successful month, Code Masters have announced the imminent release of *Violater*, which they describe as "a game of mass destruction". Just £7.99 for Amiga and ST versions.

★ With Liverpudlians Psygnosis still doddering about the "imminent" Sizzlers releases, they have decided to release a compilation called *The Monster Pack* . With a title like that it would have to contain *Shadow of the Beast* and *Infestation*, but you also get the car game *Nitro*. £24.99 on Amiga and ST.



A: Make a trunk call!



# FISTS OF FURY II

**VIRGIN ● £24.99**

Virgin's new butt-kicking compilation, the follow-up to Fists of Fury (well, what did you expect?), looks set to raise the temperature of even the coolest player – it simply oozes violence. Consisting of four coin-op conversions – *Ninja Warriors, Shinobi, Double Dragon II* and *Dynamite Dux* – you just know the body count is gonna be high.

Kicking off, literally, with *Ninja Warriors*, this hack 'n' slasher sees you and a mate (if you can find one) as robotic ninjas saving the world from Bangler, one of those Saddam Hussein dictator types. Despatching bad guys left, right and centre with knives and shurikens, you must bravely battle through six levels before arriving at Bangler's lair to give him a severe telling off. (Killing him works too.) Background and object visuals are superb, although a little small due to the action only taking up about a third of the screen. Sound is limited to a few spot effects. Great fun for two players. Lonely play on your own.

Another homicidal ninja is Joe Mushashi, the star of *Shinobi*. Coming from the same "Grab-'em-by-the-balls" school of diplomacy, Joe gets pretty annoyed when some local kids are kidnapped by Bwah Foo, a nasty man with an even sillier name than Joe's. More guts are spilled as Joe leaps off to rescue the missing brats before their parents get home for tea. The graphics and sound on this one are pretty ropey and the gameplay reaches the same standard. Not my cup of sake.

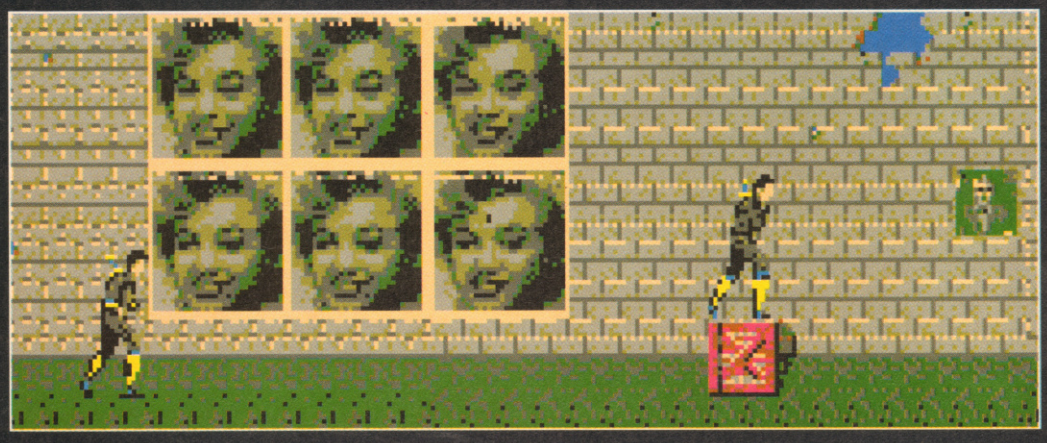
Neither is sake the preferred tipple of our friends Billy and Jimmy, the protagonists of *Double Dragon II*. Lager louts is the term that springs to mind, for these bad-ass buddies are more used to throwing tables than sitting round them to compromise. Taking control of these charming young men, you face the evil hordes of the Black Warriors, eventually taking on their leader, Willy. Not bad in two-player mode with fairly good graphics and FX. It's just a shame that you can't pick up a six-pack on the way to the chief bad guy, beer always has a detrimental effect on the potential of Willies!

From a beat-'em-up to a beak-'em-up entitled *Dynamite Dux*. Cute 'n' cuddly they may look, but boy can they punch! Yessir, Bin and Pin each have an uppercut to rival anything ex-colleague Mr Kilroy Silk can come up with (although Heseltine was quite good with the mace!). They're going to need it too if they are to save their best playmate, Lucy, from the evil clutches of arch-villain Achacha the Great. He has whisked her away to his lair, and is probably right now in the process of inflicting some unpleasant, not to mention unhealthy, nastiness on the poor girl. Another one-or two-player game, *Dynamite Dux* scores high on the weirdness scale with enemies such as snapping dogs' heads and mortar-firing hippos to battle with. Extra firepower in the form of flame-throwers, bazookas, etc can be picked up on the way. Super graphics and sound on this one and very playable, if a tad easy (perhaps that's why I liked it).

Fists of Fury II is certainly a compilation that packs a punch. However, all of the games are very old and playing one after another can become quite monotonous. The problem with this theme compilation is that all the games are *too* similar, which makes you feel like you're paying £25 for one massive beat-'em-up of four levels.

| | |
|---|---|
| AMIGA | 82% |
| ATARI ST | 77% |

The end of level guardian, and Shinny shows off some of that ninja magic to severely weaken old fire breath, a few shots to the head and he'll be finished.



## CHEAP CHEATZ

Many games are getting a new lease of life at their new, cheaper and more-accessible price. To stop the dust settling on your budget games, try out these few tips. If you've got any budget busters then stick them on paper and send them to *Tightwallet's Tips, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

### SPELLFIRE THE SORCERER

*Amiga, Atari ST*

If you type in BIG WILLY on the high score chart you get infinite lives. You can also press ESCAPE to take you through the levels.

Using the new deluxe Tightwallet cheat on *Dynamite Dux* has an unusual effect on the two ducks' girl. Not that I think they'll complain much at that by the looks of her.

### DYNAMITE DUX

*Amiga*

Type in CHEAT NUDE on the title screen and you'll get a short kinky intro and infinite lives. This makes finishing the game a doddle, and see if you notice anything different about the woman at the end of the game.

### DEFENDER OF THE CROWN

*Amiga*

On Mirror Image's *Def Crow*, hold down K while the game is booting and you'll give yourself 1024 knights and soldiers. (And, as we all know, K is the computer symbol for 1024 bytes).

### CJ'S ELEPHANT ANTICS

*Amiga, Atari ST*

Type in HAIRY ASSHOLES on the title screen (or is it the high score table?) for infinite lives. I'm a bit worried about Code Masters and their cheat modes...



Holiday tip: In Australia, Durex is a brand of adhesive tape.

# WHO IS DARKMAN™

?

DARE TO FIND OUT ON...

# 0898 345 675

Hundreds of great prizes are available in the "WHO IS DARKMAN" Mystery Game based on Sam Raimi's major new film DARKMAN.

CD PLAYER, GAMES CONSOLES, CASH, VIDEO FILMS, T-SHIRTS, POSTERS.

Calls charged at 33p per min, cheap rate. 44p per min all other times.
PHONE PROGRAM COMPANY, SHEFFIELD S1 4FS.

Darkman © & TM 1990 Universal City Studios Inc.
All rights reserved. Licensed by Merchandising Corporation of America.

# RAZE crave

**Grab a piece of the action. If you're stuck in Bognor Regis or Stow-on-the-Wold, there's no need to sulk. Get yourself kitted out and join the fun!**

## CONSOLE ACCESSORIES

**improve the game playing:**

**GAMEBOY MAGNIFIER**
brings the action closer to you. 2x power magnification makes viewing easier, more fun OFFER 7.14

**GAMELIGHT**
lets you play your Game Boy in the dark. Improves screen visibility and contrast. Great for Nintendo at night! OFFER 10.21

**GAME BOY AMPLIFIER**
Turn up your Game Boy! Micro-amp gives you total volume control. Stereo speakers surround you with the sounds of Nintendo. OFFER 13.27

**GAME BOY CLEANING KIT** OFFER 10.21

**LYNX COMMS LINK CABLE** OFFER 7.14

**LYNX CAR POWER ADAPTOR** OFFER 10.21

**LYNX KIT CASE**
carries Lynx machine, 12 games, car adaptor & power supply, sunvisor and batteries (carrying handle & optional strap) OFFER 15.31

**LYNX POWER SUPPLY** OFFER 13.27

**LYNX POUCH**
carrying pouch that can hold Lynx machine & several games OFFER 10.26

**LYNX SCREEN GUARD/ SUN VISOR**
protects your Lynx machine from sun and from being scratched & damaged OFFER 6.12

**LYNX CLEANING KIT** OFFER 10.21

**MEGADRIVE CLEANING KIT** OFFER 10.21

**ZY-FI 2 x 3 WAY STEREO SPEAKERS & POWER SUPPLY UNIT** OFFER 41.71

## THE MINISTRY OF CONSOLES

**Can't find the console of your choice in your local shop? Don't panic! Order it straight from the worlds best console mag. All consoles offered are UK versions. All discounted prices include VAT and P&P.**

| | | |
|---|---|---|
| NINTENDO CONTROL DECK | incl console, 2 controllers, Super Mario Bros game | OFFER 79.00 |
| NINTENDO MUTANT MACHINE | incl console, 2 controllers, Teenage Mutant Hero Turtles gamepack, poster | OFFER 79.00 |
| NINTENDO DE LUXE SET | incl console, 2 controllers, R.O.B., Zapper (light gun), SuperMario Bros & Duck Hunt games pack | OFFER148.00 |
| SEGA MASTER SYSTEM | incl console, 2 joypads & Super Hang On | OFFER 79.00 |
| SEGA MASTER PLUS + MOONWALKER | incl console, 2 joypads, light phaser, Moonwalker | OFFER 97.00 |
| SEGA MASTER SYSTEM PLUS + GOLDEN AXE | incl console, 2 joypads, light phaser, Golden Axe | OFFER 97.00 |
| SEGA MASTER SYSTEM PLUS | incl. console, 2 joypads, light phaser, Super Hang On | OFFER 97.00 |
| SEGA SUPER SYSTEM | incl console, 1 joypad, light phaser, 3D glasses, Super Hang On &Missile Defense | OFFER127.00 |
| SEGA MEGA DRIVE | incl console, 1 joypad, Altered Beast | OFFER189.00 |
| SEGA MEGA DRIVE + WORLD CUP ITALIA '90 | incl console, 1 joypad, World Cup Italia '90 | OFFER150.00 |
| SEGA MEGA DRIVE + MOONWALKER | incl console, 1 joypad, Altered Beast, Moonwalker game and video | OFFER190.00 |
| COMMODORE C64GS GAMES CONSOLE | incl joystick and ROM cart with 4 titles: Flimbo's Quest,Fiendish Freddy, Klax, Int. Soccer | OFFER 61.29 |

## HANDHELDS:

| | | |
|---|---|---|
| ATARI LYNX | without game cart and Comlynx cable | OFFER 77.00 |
| | with Comlynx cable | OFFER 97.00 |
| | with Comlynx cable and California Games cart | OFFER 127.00 |
| NINTENDO GAMEBOY | incl console, earphones, comms link, Tetris games pack, batteries | OFFER 67.00 |
| GAMATE | incl console, stereo headphones, manual, Gamate game card & batteries | OFFER 57.00 |

## EXCRUCIATINGLY GOOD GAME CARTS!

**All the games listed are all UK versions and have definitely been released (honest!). Give us a call on 0584 875851 for latest release news.**

| | | | | | |
|---|---|---|---|---|---|
| LYNX | CALIFORNIA GAMES | OFFER 26.00 | SEGA | INDIANA JONES | OFFER 26.00 |
| LYNX | MS PACMAN | OFFER 26.00 | SEGA | JOE MONTANA | OFFER 26.00 |
| LYNX | PAPERBOY | OFFER 26.00 | SEGA | MICKEY MOUSE | OFFER 22.00 |
| LYNX | RAMPAGE | OFFER 26.00 | SEGA | PAPERBOY | OFFER 26.00 |
| LYNX | ROBO SQUASH | OFFER 26.00 | NINTENDO | BAYON BILLY | OFFER 32.00 |
| LYNX | RYGAR | OFFER 26.00 | NINTENDO | DONKEY KONG CLASSICS | OFFER 18.00 |
| LYNX | SHANGAI | OFFER 26.00 | NINTENDO | GHOSTBUSTER II | OFFER 32.00 |
| GAME BOY | AMAZING SPIDERMAN | OFFER 18.00 | NINTENDO | PINBOT | OFFER 26.00 |
| GAME BOY | BALLOON KID | OFFER 18.00 | NINTENDO | PROBOTECTOR | OFFER 26.00 |
| GAME BOY | KWIRK | OFFER 18.00 | NINTENDO | SNAKE RATTLE AND ROLL | OFFER 22.00 |
| GAME BOY | REVENGE OF THE GATOR | OFFER 18.00 | NINTENDO | SOLAR JETMAN | OFFER 26.00 |
| GAME BOY | WIZARDS AND WARRIORS | OFFER 18.00 | NINTENDO | STEALTH ATF | OFFER 26.00 |
| MEGA SEGA | AFTER BURNER 2 | OFFER 32.00 | NINTENDO | SUPER OFF ROAD | OFFER 22.00 |
| MEGA SEGA | ALTERED BEAST | OFFER 32.00 | NINTENDO | TEENAGE MUTANT HEROES | OFFER 32.00 |
| MEGA SEGA | DYNAMITE DUKE | OFFER 32.00 | NINTENDO | WORLD WRESTLING | OFFER 32.00 |
| MEGA SEGA | ISHIDO | OFFER 32.00 | CBM CART | BEAST | OFFER 18.00 |
| MEGA SEGA | JAMES POND | OFFER 36.00 | CBM CART | NAVY S.E.A.L.S. | OFFER 18.00 |
| MEGA SEGA | MICKEY MOUSE | OFFER 36.00 | CBM CART | NINJA REMIX | OFFER 18.00 |
| MEGA SEGA | MONSTERS LAIR | OFFER 32.00 | CBM CART | PANG | OFFER 18.00 |
| MEGA SEGA | MOONWALKER VIDEO & GAME | OFFER 32.00 | CBM CART | PLOTTING | OFFER 18.00 |
| MEGA SEGA | PGA TOUR GOLF | OFFER 36.00 | CBM CART | TOKI | OFFER 18.00 |
| MEGA SEGA | STRIDER | OFFER 42.00 | AMST CART | DICK TRACY | OFFER 26.00 |
| SEGA | ALTERED BEAST | OFFER 32.00 | AMST CART | NAVY S.E.A.L.S. | OFFER 22.00 |
| SEGA | CYBER SHINOBI | OFFER 26.00 | AMST CART | PANG | OFFER 22.00 |
| SEGA | GAUNTLET | OFFER 26.00 | AMST CART | PLOTTING | OFFER 22.00 |
| SEGA | HANG ON | OFFER 10.00 | AMST CART | S.C.I. (OCEAN) | OFFER 22.00 |
| SEGA | HEAVY WEIGHT CHAMP | OFFER 22.00 | AMST CART | TOKI | OFFER 22.00 |
| SEGA | IMPOSSIBLE MISSION II | OFFER 26.00 | AMST CART | WILD STREETS | OFFER 26.00 |

## SOFTWARE MEGADEAL

If you wish to order any software that is currently available, please use the following special offer discount table to calculate our offer price using the recommended retail price as quoted on the software houses adverts.

| RRP | SAVE |
|---|---|
| £2.99-£4.99 | 0.50 |
| £5-£6.99 | 1.00 |
| £7-£10.99 | 2.00 |
| £11-£16.99 | 3.00 |
| £17-£21.95 | 4.00 |
| £22-£29.99 | 5.00 |
| £30+ | 6.00 |

**DISCOUNT LINE**

Please phone

**0584 875851**

between 9am and 5pm and ask for DISCOUNT HOTLINE and we will give you availability and release dates foryour software order.

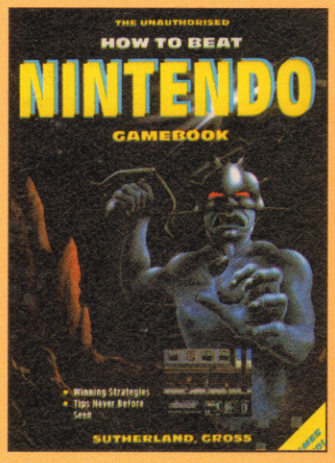
# SOLUTION BOOKS

**MAKE YOUR DAY, PUNK!**

## THE COMPLETE SEGA SOLUTION

This is the most comprehensive and completely independent guide to beating Sega Master System and Sega Mega Drive games. In more than 200 packed pages you'll find around 400 individual tricks, tactics and solutions for over 120 top-selling games.

**Only £9.99**




## THE UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK

Read this book and become a Nintendo video game ace. Whether a beginner or a seasoned campaigner HOW TO BEAT NINTENDO will help you solve the mysteries of over 100 of the most popular Nintendo games.

**Only £3.99**

## CORISH'S COMPUTER GAMES GUIDE

**CCGG** is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Cheats for Spectrum, C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles including Sega, Nintendo and PC Engine! Includes over 175 solutions for the top adventurers and arcade adventurers! Over 550 information packed pages!

**Only £14.99**

## RAZE GOLDEN OLDIES

The early classics are still available if you hurry! Don't missout on the best console coverage and the complete reviewcollection of all the games and machines that are worth gettingsteamed up about:

**RAZE 1 - RAZE 8**

**still only £1.95 each**

**(Europe £2.45, world airmail £4.95)**

## HOW TO ORDER

Please fill in the coupon and remember, if you are ordering software or accessories, make sure you have specified which computer it is intended for, and whether you require a cassette, disk or cartridge. Similarily, don't forget to indicate garment size for clothware. Alternatively, phone our hotline ordering service between 2 and 5pm for fast effective service (credit card payment only).

Prices valid for UK/Eire/Europe only. For overseas orders please add £2.00 per software item and £10 per hardware item for airmail delivery.

Allow 28 days for delivery.

**RAZEcrave COUPON Issue 8**

Name

Address

Postcode

Tel:

| Item | Format/Size | Price |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | **Order Total: £** | |

Method of payment: ❑ ACCESS ❑ VISA ❑ PO ❑ Cheque (made payable to Newsfield Ltd.)

Credit Card No. Expiry Date:

**Send to: RAZEcrave ■ Newsfield ■ PO Box 10 ■ Ludlow ■ Shropshire SY8 1JW**

# BUILD MUSCLES FAST!

**YOU CAN BUILD A FANTASTIC POWER PACKED BODY IN ONLY 12 WEEKS!**

**NEW!** Fastest and best way to build muscles and strength without weights – EVER! **SCIENTIFICALLY PROVEN.** Just 20 minutes daily in the privacy of your home will develop an amazing physique.

**MUSCLE DYNAMICS** is a new bodybuilding system based on principles developed after years of exhaustive research. It is a total exercise programme involving the very **latest scientific breakthroughs** in the field of muscular development. It is the fastest, most effective way to build muscles in existance.

**NOTICEABLE RESULTS IN 28 DAYS GUARANTEED**

**Send for exciting FREE information pack today**

**MUSCLE DYNAMICS ( SR, ), PO BOX 40, GATESHEAD NE8 1PD**

Yes! I want to build muscles fast. Please rush me my **FREE** information pack!

Name .....

Address .....

.....

..... Postcode .....

(A stamp for reply appreciated)

# INSTANT SEX APPEAL

**NEW!** Scientists have isolated and synthesized a natural female attractant – PHEROMONE, Controlled experiments show it attracts women and have been widely reported in the press:

- 'Minute quantities were sprayed on a chair in a dentists waiting room. Women patients went straight for the chair.' – **The Sunday Times.**
- 'Pheromone secretions not only attract women, but repel other males.' – **World Medicine.** (Journal for GPs)
- 'A male sex pheromone which has a scent that attracts females' – **Time** (Vol. 115. No.2)
- Pheromenes are known to influence human behaviour in a subtle way. They are thought to prime women to be more sexually receptive and help to make their menstrual cycle regular. – **Daily Telegraph, 7.12.90.**
- 'And now the Pheromone has been marketed, we've tested it – and good grief, it works' – **Knave.**
- 'The stuff attracts women like you would not believe.' – **Colorado Telegraph.**
- Lowell Ponte, a former consultant on exotic weapons and a Readers Digest science writer, said in an interview that 'use of the recently discovered chemical Pheromone should be banned – congress should pass a law making it a crime to use this chemical to influence voters by making politicians appear more lovable' – **San Fransisco Chronicle.**
- 'It's something women don't consciously smell, it works in the olfactory nerves. The woman finds the man attractive but she doesn't know why.' – **Lifestyle.**

**SUCCESSFULLY TESTED ON BBC TV's TOMORROWS WORLD**

**CONTACT 18 is a Pheromone fragrance for men. User reports confirm success:**

- 'It really does seem to work! The most dramatic instances have occurred when wearing it at discos. Girls just drift towards me and start flirting. **D.T. Cardiff.**
- 'I knew CONTACT 18 wasn't a gimmick when one of the girls at work... quite out of character, started to seduce me when we were alone in the office.' **S.D. Nottingham,**

**SR,** PH NATURAL RESEARCH, PO BOX 414, St. HELIER, JE4 8NZ

**MONEY BACK GUARANTEE**

SR, PH NATURAL RESEARCH, PO BOX 414, St. HELIER, JE4 8NZ

Please send .... bottle/s of CONTACT 18. Price £12.95 each/2 bottles only £19.95 inc. p&p. (overseas add £2) I understand that if I'm not 100% delighted I may return CONTACT 18 for a full refund – NO QUESTIONS ASKED!

On that basis I enclose £..... cheque/PO

Name .....

Address .....

..... Postcode .....

Although we usually despatch much sooner, please allow 21 days for delivery. All orders sent under plain cover.

# THE STREETWISE WAY TO WEALTH

## A SELF-MADE MILLIONAIRE REVEALS HIS SECRETS

Although millionaires may be earning 10 or even 100 times more money than you, they are not 10 or 100 times smarter than you. They just know the money secret.

Let me tell you my story. Five years ago I was broke, living in a cramped rented flat and driving a rusty old Ford Escort. My clerk's salary was not enough to survive on and I was sliding into debt. I felt like a total failure.

Things are very different today. I now own a six bedroom luxury house. I drive a Porsche 911 Cabriolet (I also have a vintage Jaguar) and I usually take three overseas holidays each year – I've just recently returned from a superb 2 weeks in Japan.

So how come my drastic change in fortune? Well, five years ago I was lucky enough to meet and become close friends with a forty two year old self made multi millionaire. He taught me that it's not how hard you work that counts (many people work hard all their lives yet have nothing to show for it). What matters is the goals you set yourself, your courage and determination to achieve them, and that you work to a definite and proven plan.

He shared with me his most closely guarded business secrets and taught me a complete and proven step-by-step plan for making big money. By following his advice I became a millionaire within three years. I am now my own boss and no longer worry about money. I work less than half as many hours now than I did when I was an employee yet I earn more in one day than I used to in a month.

Some time ago a friend of mine who had recently lost his job, aware of my success, asked me how he could do as I had. I began to outline the system to show how he could do exactly the same as me. The results were amazing. Despite his having no previous business experience he made £5,160 during his first month after following my advice and nearly double that the following month. It was at this point I decided to write a complete step-by-step blueprint that would enable anyone, regardless of their age, sex or education, to earn an exceptional income providing they are of at least average intelligence and prepared to learn new ideas.

Let's get one thing straight. This programme is perfectly legal and respectable. If it wasn't, believe me, I wouldn't be involved in it.

You don't have to quit your job to start. Obviously you will want to test it first. I will show you how to get started in your spare time at home. Don't think for one minute that you can't do it – I'll prove you can. The information contained in my programme is worth many thousands of pounds and if acted upon will make you financially secure for the rest of your life.

### GUARANTEE

This is not some phoney "get rich quick" scheme of the type commonly available. The information and secrets I will teach you are exactly those that I myself have used every day over the last few years to make well over a million pounds. I will tell you exactly what to do, how to do it, I'll supply you with actual names and addresses of useful contacts and I will make it all available to you for just £20. You will be overjoyed with what you receive. In fact I'm so confident you will be pleased that I offer a full money back guarantee.

If you don't think the material I send you is the best investment you've ever made and worth at least one hundred times what you paid for it, simply return everything in good condition within 30 days and I will immediately send you a full refund along with my congratulations for having at least given it a try. There will be no questions asked, no delays, just a cheerful and prompt refund! I don't want one penny of your money if you're not going to benefit from my programme.

When you order my material I will also send you – **FREE OF CHARGE** – *'How to develop a millionaire mentality'* in which I reveal how to actually think like a millionaire. I'll show you how to acquire the strength, willpower and energy that will be so important, not only to your future financial success, but also to your enjoying a more fulfilling lifestyle. It will totally alter your attitude to life and will perhaps be the most powerful book you've ever read. Worth more than £20 by itself. It's yours to keep, even if you decide to return my programme.

You may ask why I'm willing to reveal to you all my insider secrets. Well, simply because your success is in no way any threat to my success and of course all those who order my material will be helping to increase my own wealth. But then why should you care if I make a profit so long as I show you how to achieve financial freedom? And I promise I will. I will do everything in my power to make you succeed. You can even call on me for personal guidance and answers to your individual questions. You may contact me as often as you wish and I will make no additional charge for this valuable service.

What you do now is up to you. I offer a full money back guarantee so if I'm wrong all you've wasted is a few minutes and a postage stamp. But what if I'm right?

A month from now you can be nothing more than 30 days older – or you can be on your way to a better life. You decide.

**SWORN STATEMENT:**

*"On the basis of my professional relationship with Mr Scott over the past five years I can certify that all the above statements are true and factual and that Mr. Scott has a net worth in excess of one million pounds."*

**M. Thomas** – Accountant

Below are extracts from just two of the many letters that I have received from people who have ordered my programme.

*"Although I'm just 21 years old, in the past 9 months I've made over £23,000, but I was just getting started, I now expect to make that much again in the next 12 weeks!"*

**C.L., Bromley, Kent**

*"I've earnt £80,000 in my first year of following your advice"*

**J.B., London**

(Copies of letters shown, and many others, are available for inspection.)

**SR,** JOHN SCOTT, PO BOX 97, DOUGLAS, ISLE OF MAN, BRITISH ISLES

**NO RISK FREE TRIAL**

SR, JOHN SCOTT, PO BOX 97, DOUGLAS, ISLE OF MAN, BRITISH ISLES

John, I enclose £20 only on the condition that if for any reason I decide to return your material, you agree to refund my money immediately. I understand you will also be sending me *'HOW TO DEVELOP A MILLIONAIRE MENTALITY'* **FREE OF CHARGE** and which is mine to keep whether I return your material or not. On that basis, here is my £20 cheque/P.O./Money order. (foreign orders add £3).

Name .....

Address .....

..... Postcode .....

**ACCESS/VISA cardholders may order by phoning 0624 843813 (24 hours)**

*Please allow 14-21 days for delivery. All orders despatched under plain cover.*

Office address: Suite 6, Glen Sloughi House, Glen Maye, Isle of Man. (But please send all mail to the address shown above which is a secure PO box in a main Post Office).

# CONSOLE STICKS

Fed up with the standard controllers? Give yourself a treat with one of these console-compatible joysticks!

| | | |
|---|---|---|
| CHAMP MEGADRIVE CONTROL PACK | OFFER | 30.64 |
| CHEETAH 125 SEGA | OFFER | 10.21 |
| EUROMAX MEGADRIVE STRIKER | OFFER | 25.50 |
| EUROMAX ULTIMATE SUPERSTICK | OFFER | 28.56 |
| EUROMAX ZINGER NINTENDO NES | OFFER | 14.25 |
| EUROMAX ZOOMER SEGA | OFFER | 35.71 |
| EUROMAX ZOOMER NINTENDO NES | OFFER | 38.78 |
| KONIX SPEEDKING SEGA | OFFER | 11.23 |
| KONIX SPEEDKING SEGA AUTOFIRE | OFFER | 12.25 |
| KONIX SPEEDKING NINTENDO NES | OFFER | 12.25 |
| PORTEUS WARP 1 | OFFER | 18.38 |
| PRODUCT 2000 GUNSHOT II SEGA | OFFER | 8.12 |
| PRODUCT 2000 GUNSHOT II NINTENDO | OFFER | 10.17 |
| QUICKJOY SV-401 SG FIGHTER SEGA | OFFER | 15.28 |
| QUICKJOY NI-5 NINTENDO | OFFER | 16.30 |
| QUICKJOY NI-PRO NINTENDO | OFFER | 20.38 |
| QUICKSHOT 129 FLIGHTGRIP SEGA | OFFER | 9.19 |
| QUICKSHOT 129 FLIGHTGRIP NINTENDO | OFFER | 9.19 |
| QUICKSHOT 130 PYTHON 1 NINTENDO | OFFER | 10.21 |
| QUICKSHOT 130 PYTHON 1 SEGA | OFFER | 10.21 |
| QUICKSHOT 135 PYTHON 3 SEGA MEGADRIVE | OFFER | 10.21 |
| QUICKSHOT 128 MAVERICK NINTENDO | OFFER | 15.28 |
| QUICKSHOT 128 MAVERICK SEGA | OFFER | 15.28 |
| QUICKSHOT 127 WIRELESS NINTENDO | OFFER | 35.75 |
| QUICKSHOT 127 WIRELESS SEGA | OFFER | 35.75 |
| SONMAX STAR NINTENDO | OFFER | 20.38 |
| SONMAX STAR MEGADRIVE | OFFER | 20.38 |

**NEED A STICK?**

SEND YOUR ORDER WITH PAYMENT (CHEQUE OR POSTAL ORDER) TO:

**NEWSFIELD, CONSOLE STICKS, LUDLOW, SHROPSHIRE SY8 1JW**

ALTERNATIVELY, SKIP THE HARD WORK AND USE THE REGULAR RAZEcrave COUPON ON THE PREVIOUS PAGE. PRICES INCLUDE POSTAGE & PACKING. ALLOW 28 DAYS FOR DELIVERY

**UNITED STATES AND CANADIAN READERS:**

RAZE has it's very own subscription and single issue sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel: (519) 456 5353; fax: (519) 456 5355 – Mastercard welcome. Alternatively send your enquiries to British Magazine Distributors Ltd., 40 Wilkins Drive, Sweaburg, RR#1, Woodstock, Ontario N4S 7V6, Canada. Yearly Subscription Rates USA $65, Canada CAN$75 (Advertised free subscription gift not valid for USA and Canada, sorry!). Single issues USA $5.45, Canada CAN $6.45 (all prices quoted include postage).



# SUBSCRIBE TO RAZE

**and receive absolutely FREE this stealth fighting Quickshot QS-129 flight control design joystick. With an 8 direction control pad, high-speed autofire capability and two positive response fire buttons it'll give you that extra edge to pulverize the opposition. Configured for Nintendo, Sega, Atari, Amiga, ST, Commodore and Amstrad systems. Just specify your machine!**

Yes, I would like to subscribe to RAZE for 12 action-packed issues. I wish to receive a QS-129 configured for:

- ☐ NINTENDO
- ☐ SEGA
- ☐ ATARI/AMIGA/ST
- ☐ AMSTRAD

Subscription Rates:

☐ UK £22 ☐ EUROPE £32 ☐ WORLD AIRMAIL £48

I enclose a cheque/PO made payable to Newsfield Ltd. for

Please charge to my Visa/Access Card No:

Card Expiry Date: _____ Signature _____

Name: _____

_____

_____

_____

Postcode: _____

Return this coupon with payment to:

**Newsfield, Subscriptions, Ludlow, Shropshire SY8 1JW**

# YOU'RE DEAD, PUNK!

## ★ WIN A CD-TV WITH IMAGE WORKS!

To paraphrase Sid Snot, comedy icon of the mid-Eighties, anyone who says cyberpunk's dead, will be! To prove it's alive and shuffling its toes is the much-acclaimed Killing Cloud, a RAZE Rave in this very issue in fact! Its producers, Image Works, actually get TWO Rave awards this issue with Brat also topping 90%.

Set in a San Francisco of 1997 – or rather what's left of it – you play one of the rapidly dwindling band of cops who have the dangerous task of policing a city swamped by a poisonous cloud a 100 feet deep. In true cyberpunk style, it features an abundance of violence, a collapsing civilisation and a one-man fight against a huge conspiracy that can never beaten.

As this game is set in the near future, we thought that a great prize would be to transport a reader into the future. We rang Image Works and all they could give us was a trip back to the future (parts II and III), so we had to give that idea a miss. Still, we both got our heads together and came up with the next best thing: a piece of what could be the future of home entertainment. Yup, it's another one of those CD-TV units that everyone's been talking about (talking about because no-one has actually got one yet!).

CD-TV represents the next stage in computer and multimedia technology. It combines the benefits of an Amiga, a CD player and a CD-ROM unit to give the latest home entertainment system. The phenomenal amount of information that can be stored on each disc (550Mb) promises some huge games with some truly breathtaking graphics and sound.

To get your hands on this attractive piece of hardware, you must answer three simple questions; fill in your name and address on the form, and send the whole lot off to:
Do You Feel Lucky Punk?, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

### QUESTIONS

1. What is the name of the cop in the Killing Cloud novella?
   a) Salami
   b) Sasparella
   c) Sausolito

2. Where are the programming team Vektor Grafix based?
   a) San Francisco
   b) Accrington Stanley
   c) Leeds

3. What does CD-TV stand for?
   a) Compact Disc Television
   b) Cat Dinner Training Viewer
   c) Commodore Dynamic Total Vision

### I FEEL LUCKY, PUNK!

I bought an Atari ST, but I'm really sorry and hope to make up for it by winning this fab Amiga prize...

1 A ❑ B ❑ C ❑ 2 A ❑ B ❑ C ❑ 3 A ❑ B ❑ C ❑

Name.....

Address.....

.....

.....Post Code.....

Get your entries in by May 30 or you could end up in holospace.

RAZE

## NEXT MONTH

## DON'T HAVE A COW!

Reserve you copy of the next issue of RAZE now. On sale...

## May 30

Guaranteed no rugby shirts!

NEW

# THE COMPLETE COLOUR SOLUTION

£179

*Vidi ... No 1 in UK & Europe (Leading the way forward)*

Get the most out of your Amiga by adding:

## "The Complete Colour Solution"

The Worlds ultimate creative leisure product for your Amiga. Capture dynamic high resolution images into your Amiga in less than one second.

## And Look No Filters

Images can now be grabbed from either colour video camera, home VCR or in fact any still video source. The traditional method of holding three colour filters in front of your video camera is certainly a thing of the past. Because Vidi splits the RGB colours electronically there are no focussing or movement problems experienced by some of our slower competitors. Lighting is also less of an issue as light is not being shut out by lens filters. Put all this together with an already proven Vidi-Amiga/VidiChrome combination and achieve what is probably the most consistant and accurate high quality 4096 colour images ever seen on the Amiga.

The colour solution is fully compatible with all Amiga's from a standard A500 to the ultimate A3000. No additional RAM is required to get up and running.

You will see from independant review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.

*Actual unretouched digitised screenshot*

## Features ...

- Grab mono images from any video source
- Capture colour images from any still video source.
- Digitise up to 16 mono frames on a 1meg Amiga.
- Animate 16 shade images at different speeds.
- Create windows in both mono & colour.
- Cut & Paste areas from one frame to another.
- Hardware and software brightness & contrast control.
- Choice of capture resolutions standard & Dynamic interlace.
- Full Palette control.
- Add text or draw within art package.

**Amiga Computing:** The best Amiga digitiser has had the technicolour treatment. Vidi must be one of the most exciting peripherals you can buy for your Amiga.

**Micro Mart:** When I first saw Vidi "in the flesh" as it were, at the CES show last September it looked to be the answer to a frustrated Digi View owner's dreams – in fact to see pictures appearing on screen without the customary two minues wait seemed almost too good to be true. I have consistently produced more good quality pictures in the short time I have had Vidi than I ever did with Digiview.

**Zero:** Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

**Amiga Format:** Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

**Amiga User International:** The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.

***Full colour demonstration disk available for only £1.95 to cover P&P.***

6 Fairbairn Road, Livingston, EH54 6TS. Tel: 0506-414631 Fax: 0506-414634

ROMBO Limited

# GO WILD!

No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.

ocean®

SPECTRUM . AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST . AMIGA

OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.
TEL: 061-832 6633, FAX 061-834 0650